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JAK II™

OFFICIAL STRATEGY GUIDE

BY
GREG
OFF

This game has received the following rating from the ESRB:

TEEN
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CONTENT RATED BY ESRB

PLAY SMART PLAY BETTER
DIMENSION PUBLISHING
A DIMENSION PUBLISHING PRODUCTION

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PlayStation®2

MISSION INDEX

4 PROLOGUE:
4 Escape From Fortress

9 ACT I: A City Under Siege
9. Protect Kor and Kid
10 Talk to Torn
12 Retrieve Banner from Dead Town
16 Find Pumping Station Valve
19 Go to the Oracle
20 Blow up Ammo at Fortress
25 Make Delivery to Hip Hog Saloon
27 Beat Scatter Gun Course
29 Protect Sig at Pumping Station
34 Go to the Oracle
35 Destroy Turrets in Sewers
40 Find the Blaster Mod
41 Beat Blaster Gun Course
43 Beat Time to Race Garage
45 Win JET-Board Stadium Challenge
49 Rescue Vin at Strip Mine
53 Destroy Eggs at Drill Platform
61 Collect Money for Krew
65 Find Pumping Station Patrol
68 Talk to Onin
69 Find 3 Artifacts in Mountain Temple
79 Go to the Oracle
80 Turn on 5 Power Switches
83 Ride Elevator up to Palace
87 Defeat Baron at Palace

91 ACT II: The Precursor Stone
91 Shuttle Underground Fighters
95 Protect Site in Dead Town
99 Catch Scouts in Haven Forest
105 Destroy Cargo in Port31
108 Rescue Lurkers for Brutter
110 Check the Bazaar / Intercept Tanker
112 Escort Kid to Power Station
114 Destroy Equipment at Dig
117 Drain Sewers to Find Statue
120 Check the Water Slums / Get Seal Piece at Water Slums
123 Win Class 3 Race at Stadium
126 Blow up Strip Mine Eco Wells
129 Destroy Ship at Drill Platform
132 Hunt Haven Forest Metal Heads
134 Get Seal Piece at Dig
140 Destroy 5 Hellcat Cruisers
142 Beat Onin Game
144 Use Items in No Man's Canyon
146 Pass the Tests of Manhood
156 Defeat Baron in Mar's Tomb

158 ACT III: The Future Awaits
158 Rescue Friends at Fortress
161 Protect Hideout from Bomb Bots
163 Win Class 2 Race at Stadium
165 Escort Men Through Sewers
167 Go to the Oracle
168 Find the Peace Maker
169 Beat Erol in Race Challenge
171 Get Life Seed in Dead Town
174 Bring Life Seed / Protect Samos in Haven Forest
176 Destroy Eggs in Strip Mine
179 Destroy Drill Platform Tower
183 Rescue Lurkers for Brutter
185 Win Class 1 Race in Stadium
187 Explore Palace
190 Get Heart of Mar in Weapons Lab
194 Beat Krew in Weapons Lab
196 Beat the Metal Head Mash Game
197 Find Sig in Underport
200 Escort Sig in Underport
202 Defend Stadium
203 Check the Construction Site
204 Break the Barrier at Nest / Attack the Metal Head Nest
207 Destroy Metal Kor at Nest

Special Thanks:

It takes a lot of help from a lot of people to produce a strategy guide this big and, to that end, we would like to throw a few "shout outs" their way. Special thanks go to Jason Rubin, Andy Gavin, Evan Wells, Dan Arey and the rest of the talented team at Naughty Dog, Inc. On the Sony Computer Entertainment side, this guide would not have been possible without the valuable help and input from Ami Blaire, Jamie Tica, Grady Hunt, Sam Thompson and Greg Phillips. We would also like to thank the fine folks at Brady for their understanding and patience, especially as the page count ballooned to a whopping 208 pages – Tim you are the Man! Finally, much appreciation goes to Kimberly Brennan, who put up with a lot of late nights and working weekends so I could get my work done – you are the best!

JAK II
OFFICIAL STRATEGY GUIDE

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Publisher.. **DAVID JON WINDING**
Editor-in-Chief.. **GREG OFF**
Senior editor.. **MARK ANDROVICH**
Associate editor.. **CHRIS MORELL**
Contributing Editors.. **ERIC WINDING**
ZACH MESTON
THOMAS LAYTON
Design Director.. **STEVEN WANCZYK**
National Advertising Director.. **MARK P. WINDING**
CFO.. **SUSAN OLSEN-WINDING**

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Publisher.. **DAVID WAYBRIGHT**
Editor-In-Chief.. **H. LEIGH DAVIS**
Creative Director.. **ROBIN LASEK**
Marketing Manager.. **JANET ESHENOUR**
Licensing Manager.. **MIKE DEGLER**
Assistant Marketing Manager.. **SUSIE NIEMAN**

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GETTING STARTED

HOW TO USE THIS GUIDE

Jak II: The Official Strategy Guide should be used as a constant companion throughout your stay in Haven City. We have designed the book to give you all the essential information, strategies, tips and knowledge you'll need to survive Jak's dark and gritty adventure. The bulk of the guide is comprised of a walkthrough, which will take you through each of the game's 70 missions. Here, you'll find detailed maps with call outs for all of the key items and pick-ups, strategies for combating the hordes of Metal Head creatures, information on every item, character and puzzle encountered, and the locations for each and every hidden Precursor Orb. The following information is designed to quickly get you up and going.

MENU CONTROLS

START button	Start Game/Open Options Ring
Left analog or stick directional button	Highlight menu item
✕ button	Select menu item
△ button	Previous screen

ON FOOT

Left Analog Stick	Walk/Run
Right Analog Stick	Camera Rotate/Zoom
✕ button	Jump
✕ button ✕ button	Double Jump
○ button	Kick Spin
□ button	Punch
R3 button	First Person Camera
Hold L1 button + ✕ button	Super High Jump
L1 button (while still)	Crouch
L1 button (while moving)	Roll
L1 button (while moving) + ✕ button	Rolling Turbo Long Jump
✕ button + □ button	Dive Attack
✕ button + ○ button	Aerial Attack
□ button + ✕ button	Dashing Uppercut
✕ button then □ button then ✕ button	Super Dive Attack Jump
L1 button + □ button	Crouching Uppercut
□ button	Dive (while swimming)
L2 button	Activate Dark Jak (when Dark Eco Meter is full)
△ button	Commandeer Vehicle
R1 button	Fire Weapon
L3 button	Game Stats
SELECT button	Pause Game
START button	Open Options Ring

VEHICLE OPERATION

Left analog Stick	Control Vehicle's Rotation/Pitch
Right Analog Stick	Camera Rotate/Zoom
✕ button	Gas - Accelerate
□ button	Brake - Reverse
R1 button	Fire Weapon
R2 button	Switch between High and Low Hover Zones
L1 button	Hop (Single seater Zoomer)

MORPH GUN OPERATION

Directional button [up]	Equip/Put Away Scatter Gun
Directional button [down]	Equip/Put Away Power Blaster
Directional button [left]	Equip/Put Away Vulcan Fury
Directional button [right]	Equip/Put Away Peacemaker
R1 button	Fire Weapon
○ button then R1 button	Rapid Fire Combo
✕ button then ○ button then R1 button	Rapid Fire Aerial Spin

JET-BOARD

R2 button	Get on/off
✕ button	Jump
L1 button then ✕ button	Duck Jump
✕ button then ✕ button again after landing	Boost Jump
□ button + left analog stick	Grind
✕ button then R1 button + left analog stick right or left	Spin/Speed Boost
✕ button then R1 button + left analog stick up or down	Flip
✕ button then R1 button + left analog stick any direction	Trick

TITAN SUIT

△ button	Get In/Out
Left analog stick	Walk
Right Analog Stick	Camera Rotate/Zoom
□ button	Punch
○ button	Punch
× button	Boost Jump
L1 button + left analog stick	Push/Pull Object
L1 button	Pick Up/Put Down Object
□ button (While Holding Object)	Throw Object
○ button (While Holding Object)	Throw Object

ESSENTIAL INFORMATION:

HEALTH METER:

The Health Meter displays the current amount of Green Eco you have collected. When it is empty, you will lose a life.

DARK ECO METER:

The Dark Eco Meter displays the current amount of Dark Eco you have collected. When full, it will change into an icon of Dark Jak and appear in the bottom left corner of the screen, letting you know it is possible to transform into Dark Jak.

CITY MAP:

The City Map will help you navigate the congested streets and airways of Haven City and is an essential tool for survival. The blue arrow represents your current position and the direction you are facing. Small red dots represent patrolling Krimzon Guards on foot, with the red cones showing their line of sight. Large Red dots represent Krimzon Guard air patrols. White dots represent parked vehicles. Green flashing dots represent the location of a certain goal or objective. Icons show the destination of your next mission.

MISSIONS:

You will meet a variety of Haven City's inhabitants, some looking to help your cause and some with their own agenda, but you'll find they all need you to do something for them.

MISSION STRUCTURE:

As you progress through the game, new icons will appear on the City Map indicating important destinations. Each destination has someone waiting for you to send you out on a mission. It's possible to have multiple icons on the Map at any one time, allowing you to choose which mission to go on next.

THE OPTIONS RING:

Pressing the START button anytime during the game will open the Options Ring. Use the left analog stick or directional button to cycle through your choices and press the [X] button to confirm your selection. Press the [triangle] button to return to the game.

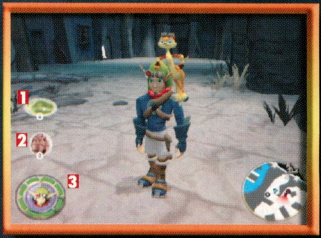
MISSIONS:

The Missions Screen shows your current Mission in progress, as well as the Missions completed. Use the left analog stick or directional button to cycle through them.

SHOW MAP:

The Map Screen shows the Map of the area you are currently in, as well as your location and the direction you are facing. The filled-in colored sections represent areas you've already been, while the darkened sections represent areas you have yet to explore.

GAME SCREEN INFO:



Game screen info can be accessed by pressing the L3 button during the course of the game. Doing so will pull up icons for the number of Metal Head Skull Gems collected **1**, the number of Precursor Orbs collected **2**, and Jak's Health Meter **3**.

HIGH SCORES:

The High Scores Screen displays your High Scores for each of Jak II's many mini-game challenges. These include Racing, Gun Training, JET-board, and many more.

GAME OPTIONS:

You can adjust the Game Options before or during your game. The Game Options Screen allows you to turn on/off the Vibration Function, Subtitles, and choose the Language for the game's speech and text.

GRAPHIC OPTIONS:

The Graphic Options Screen allows you to Center the screen, change the Aspect Ration (from standard 4x3 to Widescreen 16x9) and turn on/off the Progressive Scan option (for use with high-end televisions that support 480i Progressive Scan).

SOUND OPTIONS:

The Sound Options Screen allows you to adjust the volume levels for the Sound Effects, Music and Speech. Choose each option with the × button and use the left analog stick or directional button to set the level.

LOAD GAME:

The Load Game Screen allows you to resume a saved game, or load a different saved game file during play.

SAVE GAME:

Jak II automatically saves as you progress, but it is also possible to manually save your progress at any time by choosing the Save Game Screen. Jak II has slots for up to four different save files.

SECRETS:

The Secrets Screen is where you can cash in the Precursor Orbs you've collected for a variety of extra goodies and, well, secrets. Each secret has an assigned Precursor Orb cost. Once purchased, secrets can either be accessed through the Secrets option at the Title Screen, or the Secrets Screen on the Options Ring. Good luck uncovering them all! For more information on Secrets, see page XXX.

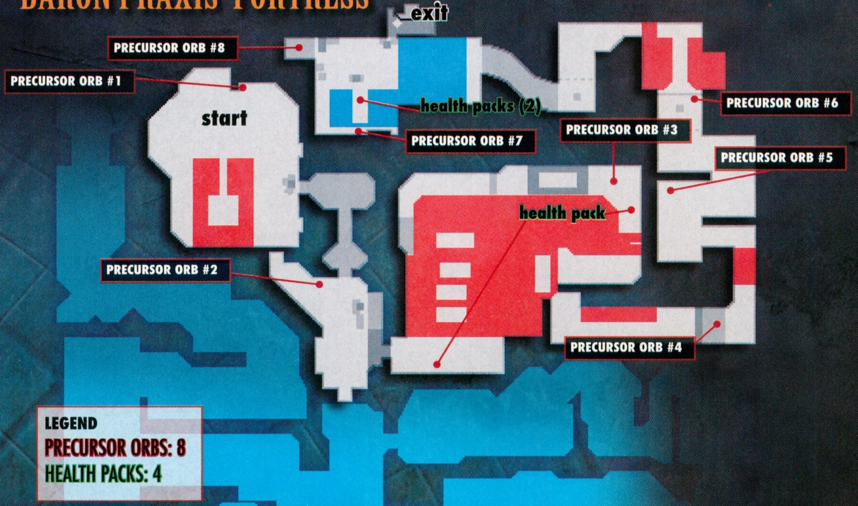
RESTART/QUIT:

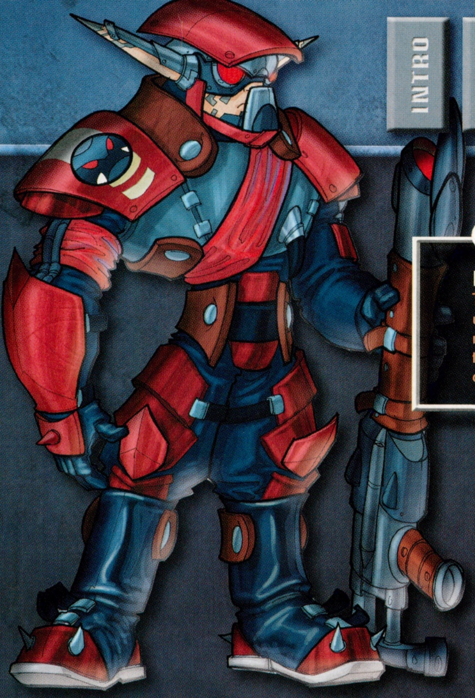
You can restart any mission in progress by selecting the Restart/Quit Screen. You can also quit the game and return to the Title Screen by choosing the Quit Game option.

MISSION: ESCAPE FROM FORTRESS

MISSION DESCRIPTION: The last two years have not been kind to Jak. Forced to endure torturous exposure to large amounts of Dark Eco by the ruler of Haven City, Baron Praxis, Jak is no longer the innocent boy we knew back in Sandover Village. The Baron's mysterious experiments with Jak seem to have failed and he is left for certain doom at the hands of Erol, the Baron's right hand man. Thankfully, Daxter shows up just in time. Even though they haven't seen each other for two years, there is no time for a teary-eyed reunion. If they want to see the light of day, the two have to find a way out of the Baron's Prison Fortress —— pronto! While Jak has been transformed into a very different person than the one we knew during his last adventure, he still has many of his old moves at his disposal. Now is as good a time as any to come to grips with them.

BARON PRAXIS' FORTRESS

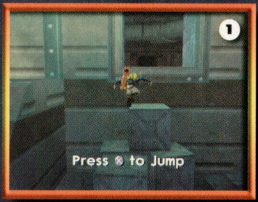

exit
PRECURSOR ORB #8
PRECURSOR ORB #1
start
health packs (2)
PRECURSOR ORB #7
PRECURSOR ORB #6
PRECURSOR ORB #3
PRECURSOR ORB #5
health pack
PRECURSOR ORB #2
PRECURSOR ORB #4
LEGEND
PRECURSOR ORBS: 8
HEALTH PACKS: 4



NEW ENEMY

Krimzon Guards

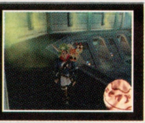
The Krimzon Guards running the show inside the Baron's Fortress aren't used to the prisoners escaping and Jak & Daxter should have the element of surprise on their side. If the guards do get the jump on the two, they will shoot deadly beams of electricity from their shock rod rifles, or attempt to swipe at them if they are within arm's reach.



Press ⊗ to Jump

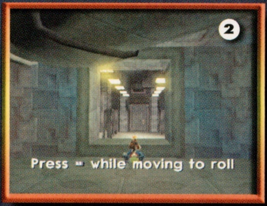
The escape route out of the Baron's Fortress is sure to be wrought with many hazards and pitfalls, not to mention a few members of his elite Krimzon Guard. Jak & Daxter will need to be on their toes and stay alert at all times. Start the escape by using the stacked metal crates as steps to get up to the doorway above. Pressing the ✕ button will make Jak jump **[1]**.

Precursor Orb



Before jumping into the doorway, take a quick detour and jump across to the walkway to the left. Following it around to its end will earn Jak & Daxter their first Precursor Orb.

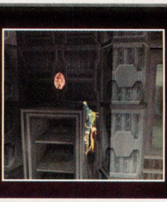
PRECURSOR ORB: Jak & Daxter can find Precursor Orbs hidden in and around some of the areas they come to, and can also earn them by completing specific tasks. Once obtained, Precursor Orbs can be cashed in for a variety of Secret options and features, which are found on the Options Ring in the Secrets Screen. For a complete list of Secrets and how many Precursor Orb each costs, refer to the Secrets page at the end of the book.



Press ▭ while moving to roll

Return to the doorway and follow the corridor into the next room. During the course of the escape, Daxter will give Jak a refresher on some of his standard moves. Pressing L1 while moving will make Jak roll **[2]**.

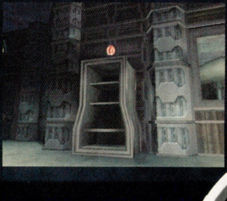
Precursor Orb

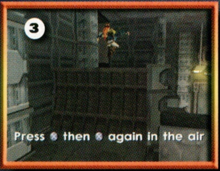


There is a second Precursor Orb hovering on top of the locker to the right of the doorway. Pressing the (X) button, then pressing it a second time at the height of Jak's jump will cause Jak to execute a Double Jump and allow him to grab the ledge and pull himself up.

TIP

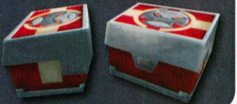
Pressing down on the (R3) button will go into Jak's first-person perspective. While in this mode, you can manipulate the camera using either the left or right analog sticks. This perspective is handy for getting a better look around the environments and spotting hidden items. Do NOT enter the first-person perspective when near an enemy, as Jak is defenseless in this mode.



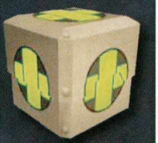

3
Press ⊗ then ⊗ again in the air

The stack of metal crates on the left side of the room will lead Jak & Daxter into the next area of the Fortress. This is a good time to practice the Double Jump move **[3]**.

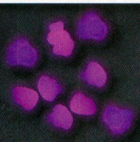
KRIMZON GUARD CRATES: These red and silver-colored crates contain many useful items, including Health Packs, Dark Eco and Ammunition. Jak can smash them open using either his Punch □ or Spin Kick ○.



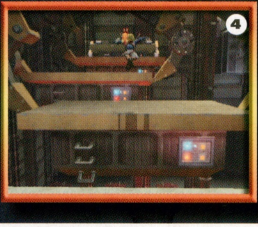
HEALTH PACK: Health Packs contain small amounts of Green Eco, a life-giving substance that can heal and repair wounds. Jak's Health Meter, which can be viewed by pressing the (L3) button, has eight health bars. When injured, a single Health Pack will restore two of these bars.



DARK ECO: Once exposure to this mystical element meant instant death for Jak. Thanks to the Baron's grisly Dark Eco experiments, he can now collect and absorb small concentrated amounts of this ancient and deadly substance. Dark Eco can be found in the remains of fallen foes, and also in some Krimzon Guard Crates. Make sure to absorb every ounce you come across.

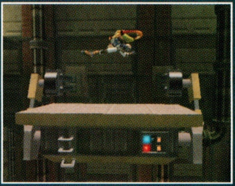


The series of mechanized platforms to the left will bring the duo one step closer to freedom. To get across them, it is going to take some carefully timed jumps. Make sure to execute Double Jumps to each one, and wait for the final platform to lower before leaping across to it **[4]**.

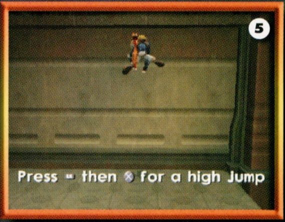


TIP

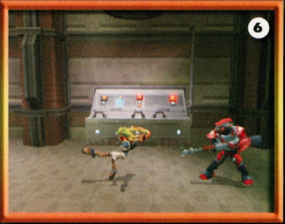
To get a little more air time when making precarious jumps, execute a Kick Spin (Circle) at the height of Jak's jump.



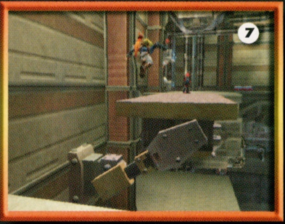
Double jump to the platform on the left, then execute Jak's Super High Jump by holding down the L1 button then pressing the ✕ button to get up to the next ledge **[5]**.



Up top, the two will encounter their first Krimzon Guard. A couple of solid Punches □, Kick Spins ○, or combination of the two will knock them down for the count **[6]**

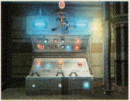


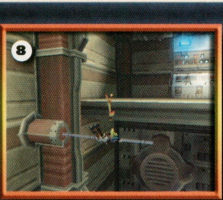
Continue along, hopping across the next mechanized platform, and onto the platform beyond. If you miss time the jump, don't fret. There's a floor below and you can climb Jak back up via some stacked metal crates **[7]**.



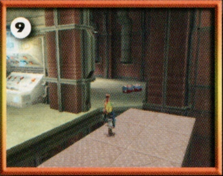
Precursor Orb

There's a third Precursor Orb hidden just out of sight on top of the console in the corner. To get up and grab it, execute a Super High Jump. (0016)

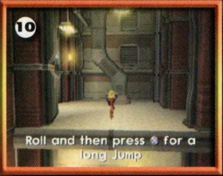




The pole sticking out of the wall provides the perfect hand hold for Jak to grab and spin around. Leap toward it and he will automatically do the rest. To jump off and onto the platform beyond, press the ✕ button as Jak begins his swing upwards **[8]**.



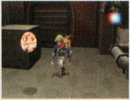
The next mechanized platform moves back and forth. Hop onto it as it moves toward the ledge, then make an immediate turn to the left and hop off into the next area around the corner. There are two more Krimzon Guards and a few Krimzon Guard Crates waiting on the other side **[9]**.



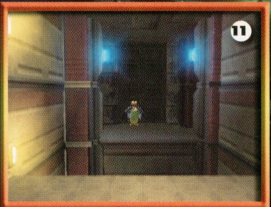
The following gap requires a Rolling Turbo Long Jump. To execute this move, press the L1 button while moving toward the gap, then quickly press the ✕ button. Jak will tuck into a roll, then use the speed to leap a great distance **[10]**.

Precursor Orb

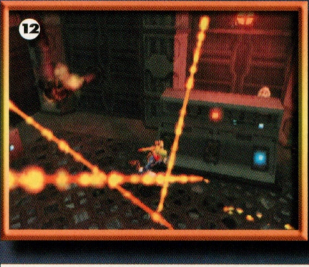
Before leaping Jak across the gap, go ahead and drop down into it. At the bottom is a fourth Precursor Orb. Jak can use the stacked metal crates to return to the platform above.



There is no floor beneath the next gap around the corner. It's possible to execute a Double Jump and make it across or, to be safe, a Rolling Turbo Long Jump **[11]**.

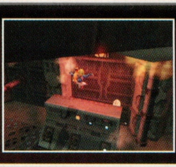


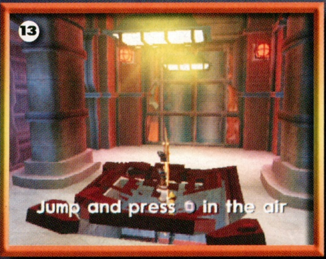
Be ready for action as soon as the two turn the next corner, as a group of Krimzon Guards have spotted them from below and are locked and loaded. As soon as Jak steps on the grated floor, they let loose with their firepower. There is no safe place to hide, so the best strategy is to run, roll and keep moving **[12]**!



Precursor Orb

Feeling brave? There is a fifth Precursor Orb tucked away behind the control console along the left wall. Jump behind it to grab it, then keep moving on.

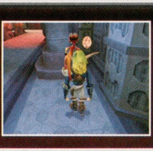




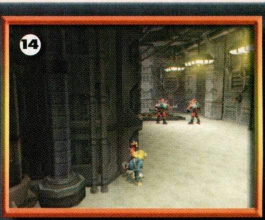
Jak can smash through the grate and down to the floor below by executing a Dive Attack. Press the ✕ button to jump, then the □ button to send him crashing through **[13]**.

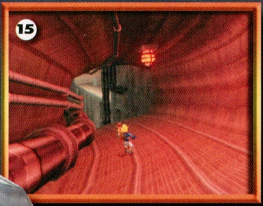
Precursor Orb

Yet another Precursor Orb can be found hidden behind the right column, bringing the total to six.



Continue along the path, executing a Rolling Turbo Jump over the next gap. Around the corner are two Krimzon Guards with their backs to Jak & Daxter. If you stay back, hidden around the corner, you can eavesedrop on the two. When you're done listening, get the drop on them with a surprise attack before they can react. **[14]**

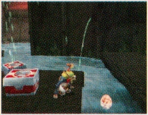


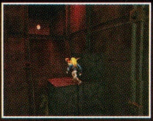


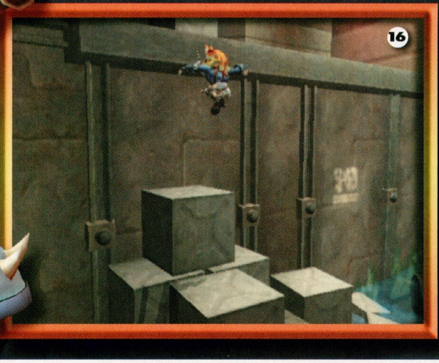
A Dive Attack will get the two through the grate in the floor. This grate will drop Jak & Daxter into the Fortress' drainage system **[15]**.

Precursor Orb

There are two more Precursor Orbs hidden in here. One is tucked away behind the metal walkway in the water (just behind the two Krimzon Guard Crates). The other is in the alcove inside the left wall. Get on top of the stacked crates and then Double Jump across to get it.



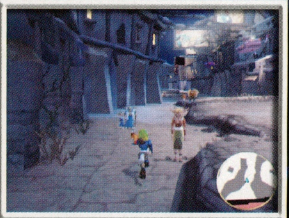




The exit to freedom is just a few more jumps away. Use the stacked metal crates against the right hand wall to get up and into the alcove and through the open doorway. Hopping down to the street below will secure Jak & Daxter's freedom... At least for the moment **[23]**.

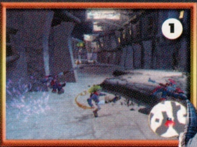
MISSION: PROTECT KOR AND KID

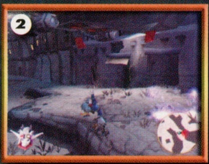
MISSION DESCRIPTION: The dirty streets of the Slums of Haven City are cold and unfriendly. If they want to stay alive (not to mention exact revenge on the Baron), Jak & Daxter are going to need to find an ally quick. Head North and approach the old man and young boy standing in the street.



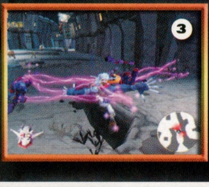
Jak & Daxter confront the old man, whose name is Kor, and his companion, a small, silent green-haired boy. According to Kor, all of Haven City's inhabitants are prisoners of Baron Praxis, as he keeps them walled in from the outside world and rules with an iron fist. Before Jak can get any more information from the old man, they are confronted by the Baron's Krimzon Guards. Under suspicion of harboring underground fugitives, they are ordered to "Surrender and Die". Kor pleas for Jak's protection as the Guards close in.

The squad of Krimzon Guards immediately attacks Jak. Use both his Kick Spin ○ and Punch □ to retaliate **[1]**. After bringing down a few, something strange happens – Jak transforms into Dark Jak – a crazed, powerful beast that is capable of unleashing massive attacks and devastating moves against multiple enemies **[2]**.





Keep attacking as Dark Jak, and he will make quick work of the Guards **[3]**. As soon as they are defeated, Jak transforms back into his human form.



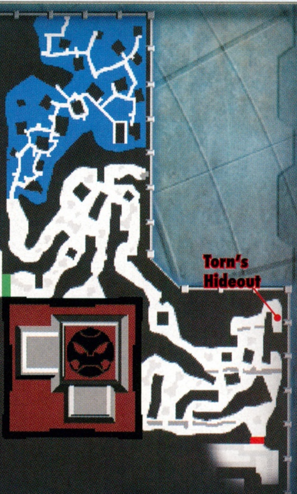
Kor commends Jak for taking out the Krimzon Guards and informs him that the boy is very important. He tells the two to contact the Underground – a group that is waging a war against Baron Praxis. It seems that its leader, "The Shadow" could use fighters like Jak. Kor tells Jak to seek out someone by the name of Torn. He is headquartered in the Slums, located at the back of a dead end alley near the city wall.

DARK JAK: When Jak transforms into Dark Jak, he is much more powerful and his attacks have greater range and effect. Although he can't completely control his new power as of yet, he will be able to transform into Dark Jak whenever he collects enough Dark Eco.

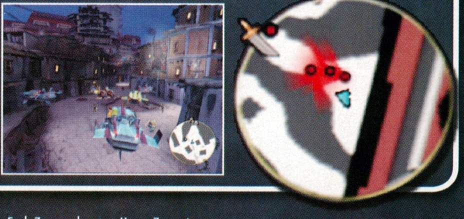
MISSION: TALK TO TORN

MISSION DESCRIPTION: The old man, Kor, has informed Jak that the head of the Underground resistance, Torn, might be able to help him in his quest for revenge against the Baron. Torn's secret Hideout can be found at the end of a dead end alley somewhere in the Slums. To get there, Jak & Daxter are going to need to "acquire" some fast transportation.

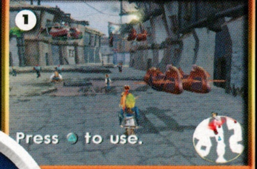
CITY MAP

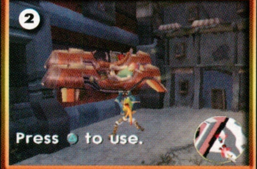


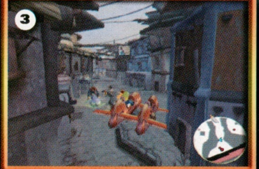
CITY MAP: The City Map, located in the bottom right hand corner of the screen, will help Jak & Daxter navigate the congested streets and airways of Haven City and is an essential tool for their survival. The blue arrow represents their current position and the direction they are facing. Small red dots represent patrolling Krimzon Guards on foot, with the red cones showing their line of sight. Large Red dots represent Krimzon Guard air patrols. White dots represent parked Zoomers. Green flashing dots represent the location of a certain goal or objective. Icons show the destination of your next mission.



Torn's Hideout can be found to the East, located at the back of a dead end alley against the city wall. The fastest way to travel is by Zoomer, although Jak & Daxter will have to borrow one, as they don't have one of their own. To commandeer an unmanned, parked Zoomer, position Jak & Daxter so they are next to one and press the △ button when the "Press △ to Use" message appears **[1]**. To commandeer an occupied Zoomer, position Jak & Daxter so they are underneath one and press the △ button when the "Press the△ to Use" message appears. They will first grab onto the Zoomer **[2]**. Pressing the △ button a second time will make them hop into the driver's seat **[3]**.







4
Press to change hover zones

5
Press to change hover zones

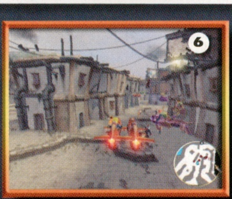
Each Zoomer has two Hover Zones in which it can operate – High and Low. While in the High Zone, Jak & Daxter will have to contend with vehicle traffic among the congested airways **[4]**. While in the Low Zone, Jak & Daxter will have to watch for stray pedestrians and patrolling Krimzon Guards on foot **[5]**.

ZOOMERS: Zoomers come in various shapes and sizes. The larger cars are slow and cumbersome, but can take more damage, while the smaller bikes are quick and agile, but are easily damaged and destroyed. The mid-range vehicles are a good combination of both.

Zoomer Controls:

Left analog Stick	Control Vehicle's Rotation/Pitch
Right Analog Stick	Camera Rotate/Zoom
Gas - Accelerate	✕ Button
Brake - Reverse	□ button
Fire Weapon	R1 button
Switch between High and Low Hover Zones	R2 button

Grab a Zoomer (by pressing the △ button) and take to the air above the city streets. Be careful to avoid the patrolling Krimzon Guards, as one mistake will send them into High Alert Status **[6]**.



KRIMZON GUARD HIGH ALERT STATUS: The Krimzon Guards patrol Haven City with no mercy and will shoot first and not even bother with the asking questions part. If you even so much as bump into one while operating a Zoomer, they will go into High Alert Status, coming after Jak & Daxter with a concerted effort and extreme prejudice. Attacking a pedestrian while they are looking your way, stealing one of their vehicles, and knocking down one of their rank are all criteria for sending them into High Alert Status. When in High Alert Status, the City Map will flash red, the music will pick up its pace, and the Krimzon Guards will come after Jak & Daxter with extreme force from both the ground and in the air. In addition, the City's defenses will be activated, and gun turrets will pop out of the ground and attempt to shoot Jak & Daxter down. The only way to get the Guard to return to Normal Status is to outrun them or hide. If you can manage to avoid and get away from them for a certain amount of time, they will give up their search and return to their patrols.

TIP

When on foot, you can flatten up against a wall or doorway to hide from the Krimzon Guard. Press the left analog stick toward a wall when out of the Guard's line of sight and Jak & Daxter will do the rest. When you are in this position, the Guards will have a more difficult time locating Jak & Daxter. Stay hidden long enough, and they will return to Normal Status.

The Dagger Icon indicating the location of Torn's Hideout should be highlighted on the City Map. Use a Zoomer to get there quickly, taking care to avoid the Krimzon Guard patrols. If you keep an eye on the City Map, you can follow the Dagger Icon, as it will lead Jak & Daxter directly to where they need to go. If you do set the Guards on High Alert, don't stop; just keep moving and do your best to avoid and outrun them **[7]**.

Press ▬ to change hover zones

TIP

Use both of the Zoomer's Hover Zones to your advantage. Learning how to avoid both vehicle traffic from above and Krimzon Guards below is key to navigating through Haven City safely and successfully.

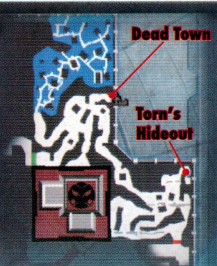
When Jak & Daxter reach the alley where Torn's Hideout is located, they will automatically dismount from their vehicle. There are two figures toward the back of the alley – one of them must be Torn **[8]**.

Jak & Daxter are confronted by a very tough-looking and buxom girl. As Jak starts to tell her Kor sent them and they are looking for Torn, the gruff-looking head of the Underground resistance interrupts. Torn has already heard of Jak and knows he is looking to stir up some trouble in Haven City. The only way Torn will even think of letting Jak & Daxter see the underground leader, The Shadow, is by proving their loyalty to the Underground. Torn propositions the two to steal the Baron's Banner from the top of the Ruined Tower and bring it back to him – maybe then he'll think about it.

MISSION: RETRIEVE BANNER FROM DEAD TOWN

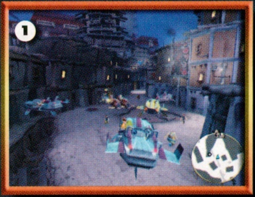
MISSION DESCRIPTION: In order to prove their loyalty to the Underground Resistance — and get one step closer to enacting revenge on Baron Praxis — Jak & Daxter have been charged with retrieving the Baron's Banner from the Ruined Tower located in Dead Town. While it might sound like a simple task, you can bet that there are going to be plenty of dangerous hazards, obstacles and enemies blocking their path.

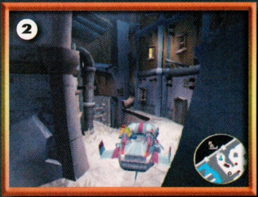
CITY MAP



No time to waste! Grab a Zoomer and follow the Dead Town Icon, located on the City Map, to your next destination **[1]**.

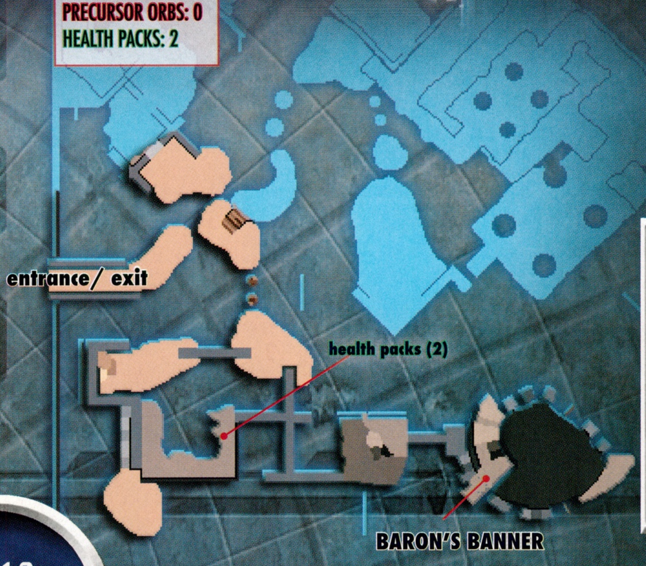
Dead Town is located outside the City walls, North of Torn's headquarters, and its entrance is at the end of a small alleyway **[2]**. As long as you avoid the patrolling Krimzon Guard, the trip should be uneventful.





DEAD TOWN

LEGEND
PRECURSOR ORBS: 0
HEALTH PACKS: 2



NEW ENEMY

Snorkle Tooth

Snorkle Tooths have a two-pronged attack and can easily catch Jak & Daxter unawares if you're not careful. Their standard attack is a simple lunge, which is easily countered with a Punch or Kick. However, once they have been knocked backward with the first attack, they will unleash a quick counter attack of their own, flicking out their extremely long tongues at the pair with deadly accuracy. The best defense is a quick offense, mean-

NEW ENEMY

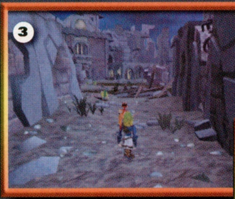
Goober

These tiny and unassuming creatures can typically be found in small groups and use their back legs for quick and nasty attacks. If you're not careful, they can sneak up on Jak & Daxter with lightning fast reflexes and will attempt to either snap at the two with their razor sharp teeth, or swipe at them with their equally sharp front claws. Even though they are quick on their feet, they are very easy to defeat, and only take one hit from a Punch or a Kick to be eliminated. When surrounded, use the Kick Spin move (Circle) to effortlessly take out multiple Goobers at once.

Welcome to Dead Town. These ruins must have once been the framework for a majestic village, but now they are just a bunch of decaying walls and barely standing structures.

Dead Town is inhabited by a few different indigenous creatures that don't take kindly to outsiders. Be on constant guard and ready to retaliate at a moment's notice **[3]**.

The Kick Spin is the best move to break out against these small but deadly Goobers. Make sure you collect the Dark Eco that is left in their wake **[4]**.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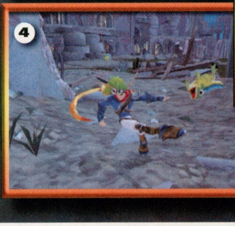
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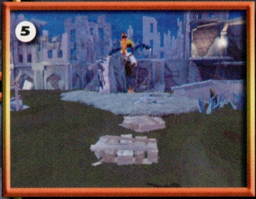
Follow the dirt path as it leads into the ruins. Be sure to hop over the goopy brown liquid waste, as it is harmful to Jak & Daxter. The wooden platforms set in the waste can be used as stepping stones to get to the other side of the path. To be safe, Double Jump across them and don't stay on one for too long, as it will submerge into the goo with Jak & Daxter's combined weight **[5]**.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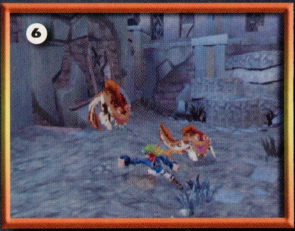
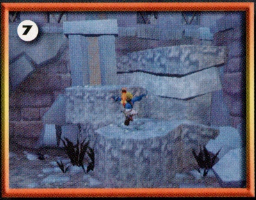

6

Take out the Snorkle Tooth on the next part of the path. Make sure to follow your first attack with a quick second, as they take two hits to fell, and will retaliate with a flick of their long and lethal tongues **[6]**.

Continue along the makeshift path, taking out any creatures along the way, and then hop up the stone steps to the higher level **[7]**.

When you get up to the top, follow the path along the wall to the left and jump up to the next elevation. This path leads around to a dilapidated floor to Jak's left, hop down to it and take out the Goobers occupying the space **[8]**.

There are a couple of Health Packs inside the Krimzon Guard Crates here, if needed **[9]**.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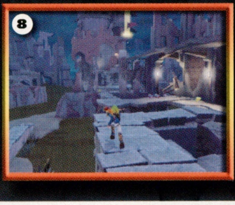
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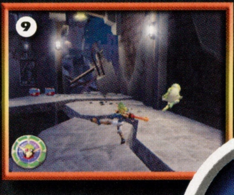
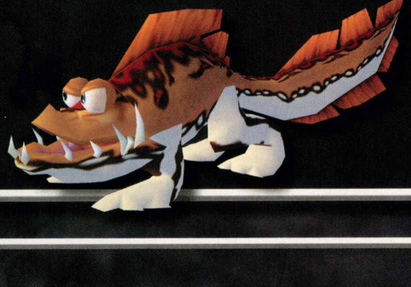
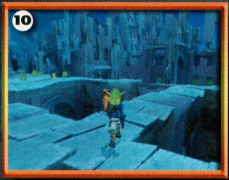
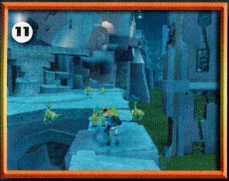

9

ing attack them once, then follow up with a second hit to wipe them out for good. If for some reason you can't follow up with a second attack, quickly retreat a safe distance in order to avoid their lashing tongues.

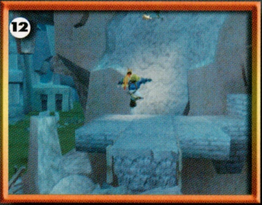




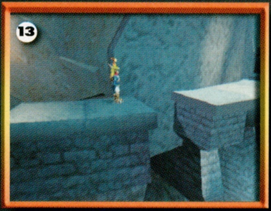


The floor leads to another path atop a wall around the corner to the right. This one branches out into a four-way intersection, but the only course you should be interested in taking is the one to Jak's right [10].

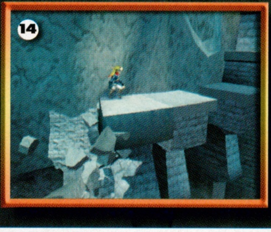
Follow it until it ends at a second intersection and take a left. A pack of Goobers will be waiting to greet Jak & Daxter when they reach the end of the path [11].



When it's clear, continue up the stone steps to the next elevation. If you think that stone bridge dead ahead doesn't look too sturdy, then you would be correct – one step onto the bridge and it crumbles from the opposite end. Quickly Double Jump over the rest of it and to the other side as it falls beneath Jak & Daxter or, if you prefer, retreat and then safely leap over the gap with Rolling Turbo Long Jump [12].



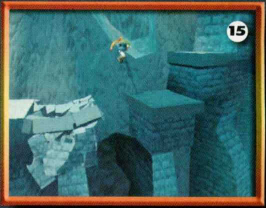
Jump up the steps to the right. Take a moment before jumping across the gap to the next platform up top. Like the bridge, some of the stone ledges are completely unstable and will buckle and crumble when Jak touches them – the first stone platform to the right is one of them [13]!



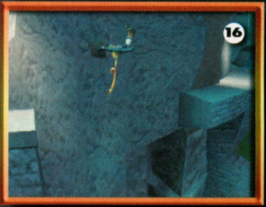
Make sure you get Jak safely onto the middle, stable ledge [14].

TIP

Don't panic when landing on a crumbling ledge. You will have a brief moment to react and can jump Jak off of it before it collapses into the muck below.

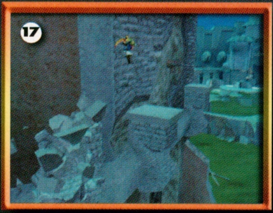


The next two sections of the platforms will buckle and crumble. Quickly Double Jump off of the first to the right. As soon as Jak lands on the next platform, jump off it and up to the stable one next to it [15].

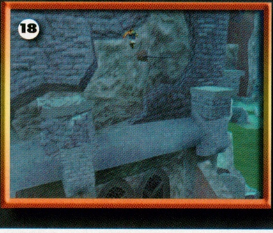


There is a pole sticking out of the ruin wall above. Execute a Double Jump to ensure Jak grabs it, then execute another as Jak swings around toward the next ledge [16].

Get ready for some serious jumping, as the next and final set of platforms will all collapse when touched. First round the corner and make sure you jump Jak to the next platform below. There is a gap between it and the one Jak is on, resulting in probable death if you're not careful. As soon as Jak lands on it, move as far to the end as possible and quickly execute a Double Jump to the next [17].

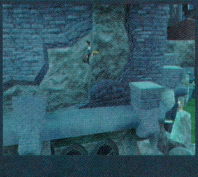


Don't stop! Repeat a second time to grab onto the pole [18].

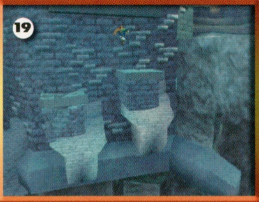


TIP

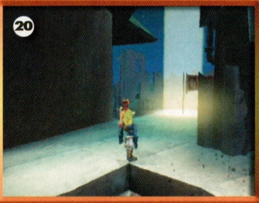
Jak can swing on poles indefinitely, giving you a chance to catch your breath and prepare for the next set of crumbling platforms, if need be. Just make sure to use Jak's momentum when leaping off of a pole as he swings downward when you're ready to move on.



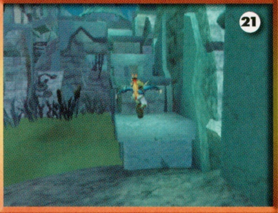
Jump off the pole and onto the next platform. As soon as Jak lands, quickly move close to the ledge and Double Jump to the second platform. Without hesitation, Double Jump to the third platform. Repeat one last time to get to solid ground **[19]**.


19

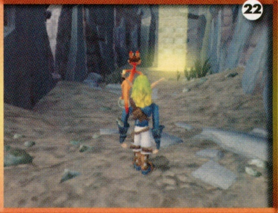
Follow the steps up to the prize – the Baron's Banner awaits **[20]**.


20

Now that their mission has been completed, Jak & Daxter should head back to Haven City and return to Torn's Hideout. Follow the steps up to the wall and then make your way back to the doorway where you entered Dead Town, which will require some backtracking **[21]**.

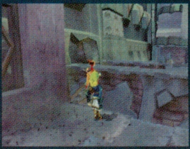

21

Be ready to tackle any Goobers and Snorkle Tooths who have returned to the path. If you get lost, you can refer to the Map. The exit will also be highlighted by a glowing column of light if you spend more than a few minutes wandering around **[22]**.


22

TIP

Want to get to the exit quickly? You can execute a Rolling Turbo Long Jump from atop this wall to the wall directly next to the exit. If done correctly, Jak will grab the wall ledge without falling into the muck. It's a risky jump that can result in death if you're not accurate.

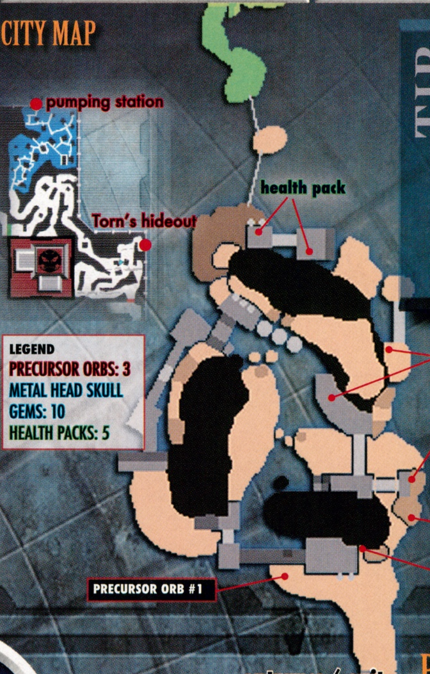


Jak and Daxter grab hold of the Baron's Banner. As they are about to break out their victory pose, the Ruined Tower starts to buckle beneath their feet, sending them tumbling down toward the muck below. While Jak nimbly lands on the ground, Daxter is not so fortunate. As Torn approaches, the Ruined Tower crumbles into a heaping pile of rubble, cinching Jak & Daxter's membership into the Underground.

MISSION: FIND PUMPING STATION VALVE

MISSION DESCRIPTION: The Baron has turned off all the water to the Slums and is willing to sacrifice innocent lives just to destroy the Underground. Torn's contact within the Krimzon Guard knows the location of the Valve that can turn the water back on. It is located outside Haven City, at the Pumping Station, which can only be accessed via the large drain pipe along the North wall. Of course, once outside the relative safety of the City, Jak & Daxter with have to contend with the Metal Heads and other dangerous creatures...

CITY MAP



pumping station
Torn's hideout
health pack
health pack
LEGEND
PRECURSOR ORBS: 3
METAL HEAD SKULL
GEMS: 10
HEALTH PACKS: 5
PRECURSOR ORB #3
PRECURSOR ORB #2
PRECURSOR ORB #1
entrance/ exit

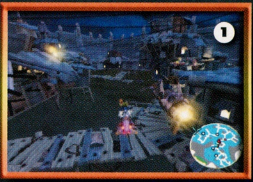
PUMPING STATION

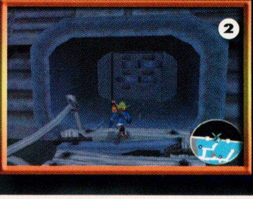
TIP

You can always find a conveniently parked Zoomer just outside of Torn's hideout.

The Pumping Station is located to the North, just outside the city walls at the edge of the Water Slums. Follow the Pumping Station Icon on the City Map to get there. Hop on the Zoomer parked outside Torn's Hideout and then take to air above the city streets.

When you arrive at the Water Slums, you will need to keep the Zoomer airborne, as descending to the lower elevation will send it careening into the many walkways and docks. If you need to avoid oncoming traffic, quickly tap the R2 button to dip down and under the approaching vehicle, then tap it again to rise back up **[1]**. When you get to the Pumping Station doors, hop off and head inside **[2]**.


①

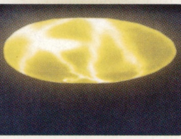

②

NEW ENEMY

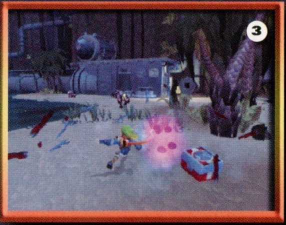
Metal Head Swipers

These vicious Metal Head creatures will swipe at Jak and Daxter with their razor sharp claws. Letting your defenses down, even for a second, will result in taking some damage. One hit from a Swiper will result in Jak losing two sections of health. The best way to combat them is to strike early, with either a Punch □ or a Kick Spin ○. It takes two of these strikes to bring one down for good. If you're feeling especially confident, a Dashing Uppercut □+ ✕ will eliminate them in one fell swoop. Make sure to collect the Metal Head Skull Gems that are left behind, as they will come in handy later.

METAL HEAD SKULL GEM: These strange, glowing Gems can be dislodged from fallen Metal Head creatures. While there purpose remains cloudy for the moment, they are very valuable and should be collected.

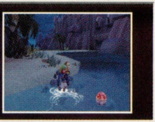


The Valve to turn the water back on is located at the summit of the mountain somewhere off to the West. Unfortunately, it won't be a walk in the park, as there are many obstacles along the way, including this first group of Metal Head Swipers. Strike early and don't relent until they are eliminated. Be sure to collect the Dark Eco from the Crates off to the right of the entrance **[3]**.



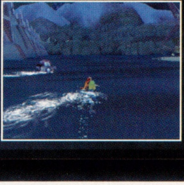
Precursor Orb

There is a half-submerged Precursor Orb sitting at the water's edge just off to the left on the sandy beach. Grab it, then double back and continue.

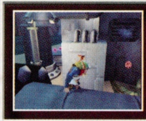


TIP

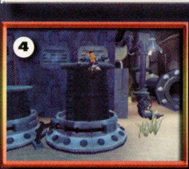
Do NOT swim too far out into the water, as it will result in immediate termination! Even though Jak & Daxter are outside the City's perimeter, the Pumping Station is still guarded by its defenses. If you swim out past a certain area, the two will be deemed trespassers and a defense robot will come online and zap them with a deadly high-powered laser.

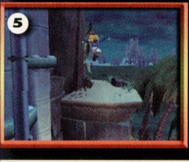


Precursor Orb



A second Precursor Orb is hidden and tucked away in a small alcove between the drain pipes to the right of the rising and lowering pistons. Squeeze on in there and grab it.

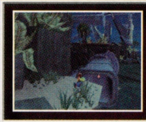




The two pistons at the base of the station can be used as platforms to get up to the ledge above. Wait for one or the other to lower and then hop onto it, then when it rises high enough, hop onto the platform. Be prepared to take out the two Goobers above **[4]**.

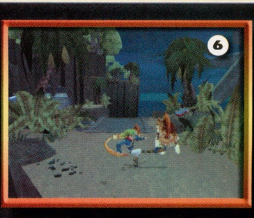
The path to the left is blocked by a large piece of machinery, so the way to go is to the right. Either Double Jump from the metal walkway to the mountain ledge beyond, or execute a Rolling Turbo Jump (L1 while moving + ✕) to get across to the other side **[5]**.

Precursor Orb

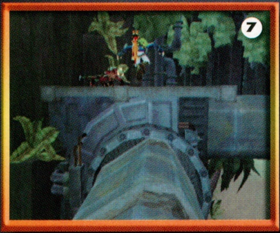


A third Precursor Orb can be found inside the large pipe jutting from the mountain wall. It can be reached by jumping down and into it, or dropping to the ground then jumping up.

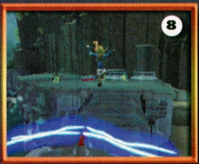
The path above the pipe continues, but be ready for both Goobers and Snorkle Tooths. There is a Health Pack inside one of the Krimzon Guard Crates if you need it **[6]**.



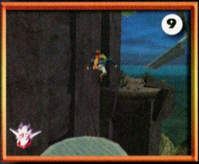
The next obstacle is a series of connecting pipes. The first rotates clockwise approximately every three seconds. The best way to avoid falling off is to hop onto it just after it has rotated, then move as close to the next ledge as possible before it does it again. As soon



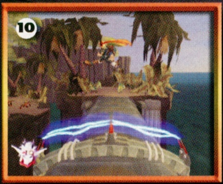
as you hear the audio cue and it shakes a bit, execute a Double Jump and Kick Spin to hover in the air above as it moves. As soon as you land, jump up to the ledge beyond and take out the Swiper. If you're up for the risk and fast enough, with correct timing it is possible to make it across before the pipe rotates **[7]**.



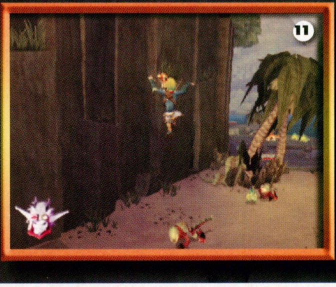
The next pipe has a lethal electrical coil sweeping up and down its length that is very deadly to the touch. Wait for it to come toward Jak & Daxter then execute a Double Jump over it. Make sure to keep moving when they land, as you don't want it hitting them on its return path **[8]**.



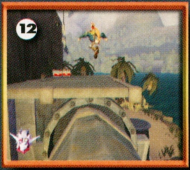
Hop up onto the piston on the right and, when it reaches its full height, Double Jump off of it to the ledge above **[9]**.



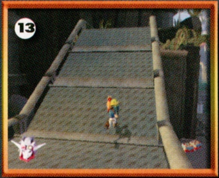
Follow the ledge around, jumping to the next, then eliminate the next pack of creatures. There is a second pipe up here connecting the mountain gap. This one has two electrical coils attached to it. Make sure to jump early, execute the Double Jump and, to be safe, pull out a Kick Spin at the top of the jump to get some extra air time. Jak & Daxter should avoid the electrical coils and land safely on the other side as it passes under them **[10]**.

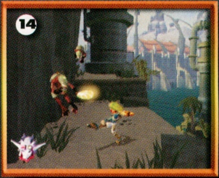


Make sure to jump down to the next ledge. While it might look like Jak & Daxter can simply walk off, there is a deceiving gap between them that will drop the two into the water, if you're not careful. They will also have to deal with a couple of Swipers once they land, so be doubly prepared **[11]**.

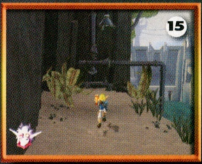


Continue on, jumping over to the metal walkway and contending with the Goobers and Snorkle Tooths. There is another rotating pipe to navigate, this one moves at a faster rate. You will have approximately two seconds between rotations, so don't hesitate. You will know when the pipe is about to turn as it shakes right beforehand. Make sure to Double Jump in the air as it rotates to avoid being thrown off **[12]**.





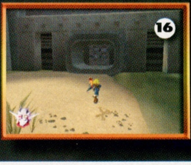
Continue to follow the path, Double Jumping off the ledges to the next, and taking out any enemies along the way. Jak & Daxter will eventually come to a metallic ramp that leads up to yet another mountain ledge **[13]**.



Follow it up and continue along the path. On the ledge above, Jak & Daxter will encounter two more Metal Head Swipers **[14]**.

Just beyond is Jak & Daxter's goal – the Pumping Station Valve. Head over to it and Daxter will attempt to do his stuff **[15]**.

Daxter tries with all his might to turn the Valve. After repeated attempts, Jak intervenes, which results in the poor otsel getting sucked into the Pumping Station's maze of pipes. Thankfully, Jak comes to the rescue, once again, and frees him from the rather tight and uncomfortable situation. The water to the Slums has now been turned back on.

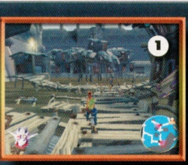


Return to the exit (the same doorway in which you entered the Pumping Station from the City). Perhaps Torn will be in a better mood to deal now that the water has been turned back on **[16]**.

MISSION: GO TO THE ORACLE

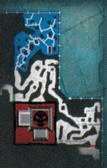
MISSION DESCRIPTION: Unknowingly, Jak has been summoned by the mysterious being only known as the Oracle. Entering its Hut may enlighten Jak in regards to his new found Dark Powers.

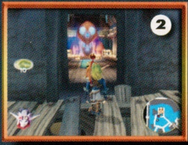
When Jak & Daxter exit the Pumping Station, two Icons will be available on the City Map. In addition to Torn's Dagger, there is a second Icon representing the Oracle's Hut **[1]**.



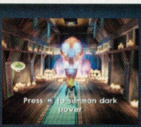
The Oracle's Hut is located in the Slums, in the Southeast corner of the water-filled area. Since Jak & Daxter are already in the immediate vicinity, either grab a parked Zoomer or head over on foot **[2]**.

CITY MAP

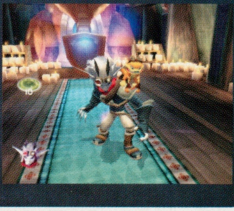




CONTROLLING DARK JAK: Jak can transform into Dark Jak whenever he has collected enough Dark Eco to fill his Dark Eco Meter (the smaller, purple ring located inside the Health Meter on the bottom left side of the screen – to display it, press the L3 button). When the Dark Eco Meter is completely full, it will disappear and be replaced with an image of Dark Jak. When this happens, it's possible to transform into Jak's Dark alter ego. Pressing the L2 button will temporarily activate Dark Jak, sending our hero into a lethal and destructive rage



Press to summon dark power

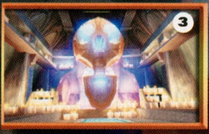


THE ORACLE:
As old as time itself, the mysterious Oracle is intertwined with the ancient Precursor race. This mysterious being has the power to help Jak control and hone his Dark Rage.

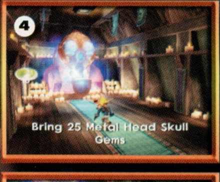
TIP

As a rule of thumb, during the course of the adventure, we will point out the most opportune times to transform into Dark Jak within the walkthrough of this guide. But, by all means, we will leave it up to you to choose if and when you want to unleash his Dark Rage.

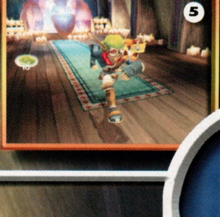
When Jak approaches the Oracle, it senses the Dark Rage coursing inside him. It foretells that, in time, the Rage will destroy Jak with its madness. Only the last power of the Precursors will be able to save him. By destroying the Oracle's enemies – the Metal Heads – and delivering the Skull Head Gems to it, the Oracle will be able to teach Jak how to summon, control and even tap into his Dark Powers **[3]**.



Before leaving, the Oracle tells Jak to return with 25 Metal Head Skull Gems. At the moment, you should have a maximum of ten. It looks like Jak will have to come back at a later time **[4]**. For now, head back to Torn's Hideout **[5]**. Perhaps Jak will get to meet the Shadow...



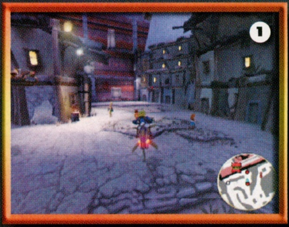
Bring 25 Metal Head Skull Gems



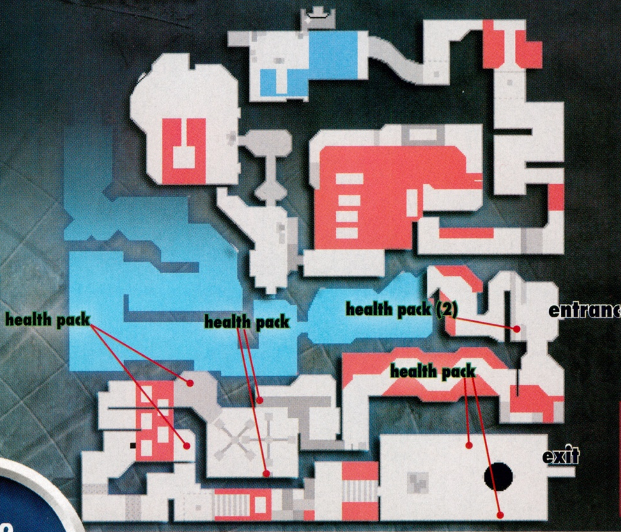
MISSION: BLOW UP AMMO AT FORTRESS

MISSION DESCRIPTION: Thanks to Jak & Daxter, the Slum's water is back on. When the two return to Torn's Hideout, Jak all but demands to see the Shadow. Apparently, Torn isn't quite ready to reveal him just yet. Before he will even think about introducing them, he charges the two with taking on another mission — taking out an Ammo Dump within the Baron's Fortress. The Underground knows the Ammo Dump is a vulnerable target and wants Jak & Daxter to blow up any and all Ammo they find inside. Get all of it, and the resistance will deal a body blow to the Baron. Of course, Daxter protests, but Jak is filled with nothing but hatred for the Baron and will do whatever it takes to exact his revenge.

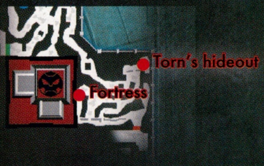
Jak was imprisoned in the Baron's Fortress for two years, so he is more than familiar with its layout and location. The entrance to the Fortress is located not far from Torn's Hideout, just off to the Southwest. Grab a Zoomer and make your way over there **[1]**.



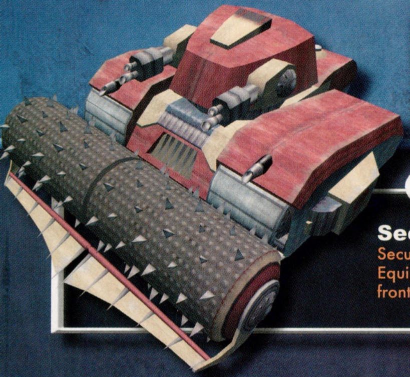
FORTRESS



CITY MAP



LEGEND
PRECURSOR ORBS: 0
METAL HEAD SKULL GEMS: 0
HEALTH PACKS: 9
RED SECURITY PASS

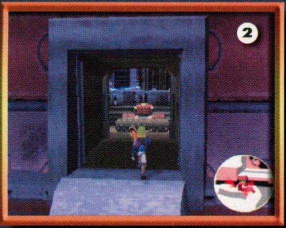


NEW ENEMY

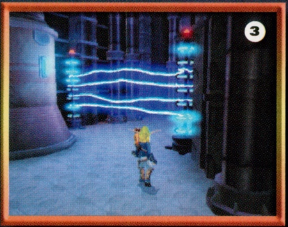
Security Tanks

Security Tank – The Security Tank is just one of the Baron's many lethal military inventions. Equipped with an auto-targeting system, twin rapid-fire machine guns and a deadly spiked front roller, the only way to survive its attacks is to RUN!!!

As soon as Jak & Daxter enter the Fortress, the doors shut and seal them inside. If that wasn't enough to rattle their nerves, a large rumbling Security Tank with a huge spiked front roller is sitting idle nearby – that can't be good **[2]**.



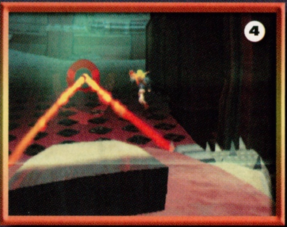
A little investigating to the right up the small set of stairs will lead Jak & Daxter to a dead end. The electric force field will keep them from going any further this way **[3]**. There is an open doorway to the left of the Security Tank, which, at the moment, is the only option they have.

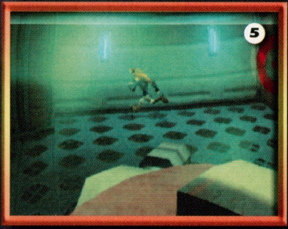


TIP

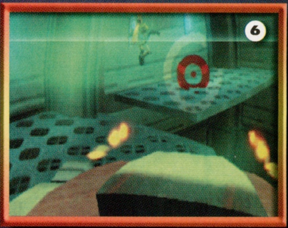
If needed, there is a set of Krimzon Guard Crates next to the Security Tank. You'll find some Dark Eco and two Health Packs inside them.

As soon as Jak & Daxter walk through the open doorway, they trip the Fortress' Security Defenses, activating the Security Tank in the process. The camera perspective switches to that of the Tank's, and a targeting crosshair appears on screen. When the Security Tank gets Jak & Daxter within its sights, it will attempt to lock-on and shoot them with its guns **[4]**.

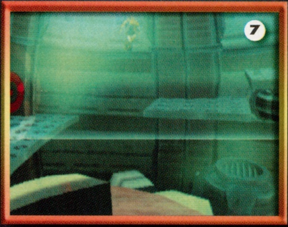




The best way to avoid being shot by the Security Tank is to keep moving and stay out of its line of fire. When the Tank does lock-on to Jak & Daxter, quickly run the opposite way – you will have a very brief moment to take evasive action when this happens, so don't hesitate **[5]**.

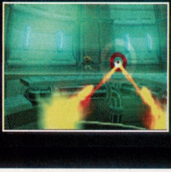


There is only one way to go once the Security Tank starts to chase down Jak & Daxter. Start by running straight and then toward the left wall. There is a platform dead ahead that they will need to jump to **[6]**. From here, Double Jump Jak over to the next platform to the right. Make sure the crosshairs are not locked-on to them before attempting to jump across **[7]**.

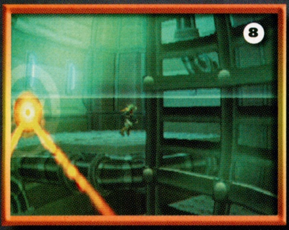


TIP

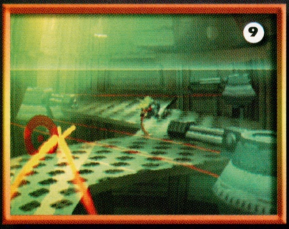
You can also purposefully use Jak & Daxter to lead the crosshairs in one direction, forcing the tank to fire on them, and then quickly running in the other direction while it continues to fire in one place. It typically will shoot bursts of one to four rounds before attempting to lock-on to them once more.



Hop up to the next platform and then follow it around until it drops down to the next. There is a barred wall blocking the Security Tank's path, but its spiked roller makes quick work of the obstruction [8].

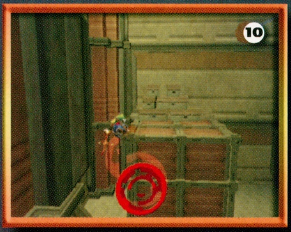


The grated platform zigzags toward the opposite end of the room. Unfortunately, in addition to the Security Tank chasing Jak & Daxter down, there are also a series of infra-red trip lasers sweeping the platform for intruders. Touching one of these lasers will activate the sentry gun attached to it. While you can try to keep an eye on the lasers as they make their sweep across the floor, Double Jumping over them when they approach, it is much easier to execute a series of Rolling Turbo Long Jumps across the platform, sending Jak & Daxter quickly across and not giving the lasers, or the Tank, the chance to lock-on and shoot at them. Just be careful to make sure that Jak & Daxter are positioned in the right direction when executing the move, as it's possible to send them off the platform and into the abyss below [9].

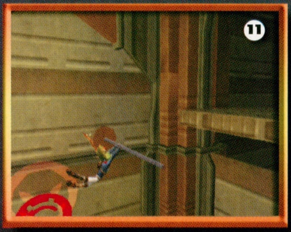


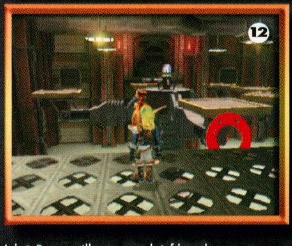
TIP

There is a much-needed Health Pack inside the Krimzon Crate at the end of the platform. Make sure to grab it before moving on.

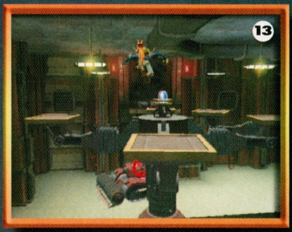


When they reach the other side, quickly duck them into the hallway to the left. There is a large crate at its end that you will need to jump Jak up to [10]. Once on top of it, quickly jump and grab the pole attached to the wall and swing over to the platform above. Don't spend more than one or two spins on the pole, as the Tank will get a bead on Jak if he stays in one place too long [11].

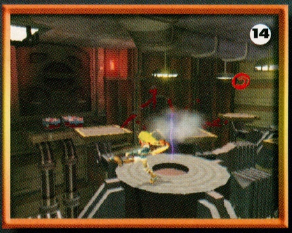


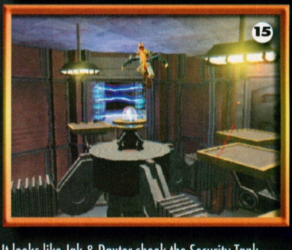


Jak & Daxter will get a very brief breather once on the platform above the Security Tank, but they are not completely safe from its fire. The object of this next room is to jump onto the rotating platforms in the middle and break the Tubes in the center – they power the lock for the security door which bars the way into the Ammo Dump [12].



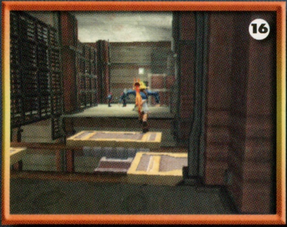
Time your jumps so that Jak leaps to a moving platform just as it is rotating toward him. Make sure to Double Jump in order to get that necessary extra air time and land the jump [13]. If he does fall down into the room below, you can retrace your steps and head back into the hallway and up onto the crate. Jump from the rotating platform to the stationary middle section and break the Tube. Use Jak's Kick Spin rather than his Punch, so he won't accidently fall off with the momentum of his attack [14].
Hop from one platform to the next and break the second Tube. Upon doing so, the security door is deactivated, allowing Jak & Daxter to move on [15].

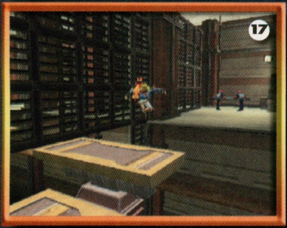




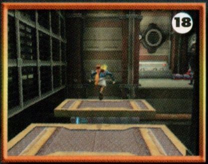
It looks like Jak & Daxter shook the Security Tank... at least for the time being. Grab the Health Pack from inside the Krimzon Guard Crate and then get ready for some more jumping. This next section is a series of platforms moving in opposite directions that you will have to navigate across while dealing with Krimzon

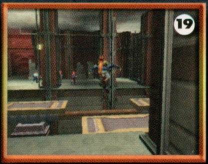
Guards. The first two are at the end of the corridor. First position Jak to the right of the corridor; this way he will be able to catch the first platform as it passes from under the wall **[16]**. Ride it and let the first platform pass it by, jumping to the next as it appears from under the wall **[17]**. As soon as Jak lands on it, Double Jump off and attack the Guards before they have a chance to retaliate.





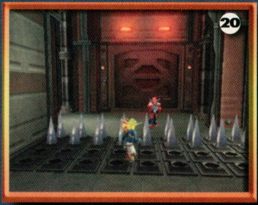
Follow the corridor as it snakes back around and repeat your actions. Be patient and time your jumps well **[18]**. Jump Jak across the platforms a third time back the opposite way into the next corridor, dealing with the three Krimzon Guards who are locked and loaded **[19]**.

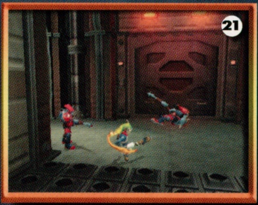




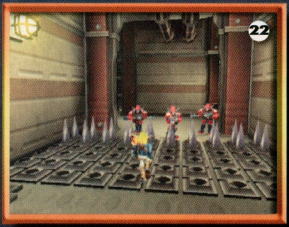
TIP

It's possible to execute a last-second Kick Spin while coming down from a Double Jump, knocking down any Krimzon Guards who might have Jak in their sights.

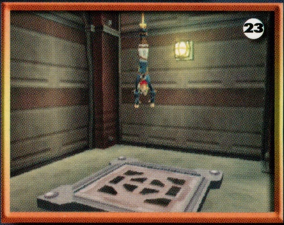


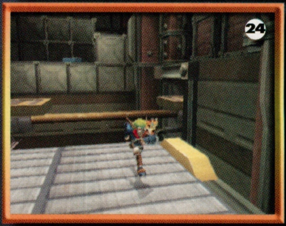


Around the corner to the left are a series of sharp spikes that will pop out and retract from the floor in timed intervals. Timing is crucial, as the first set will appear and then the second. To get across unharmed, wait for the first set to disappear, then follow it **[20]**. The second set should be retracting just as you get to them, allowing Jak to get across untouched. To be extra safe, jump over the last set, just in case. There should be two Krimzon Guards waiting for Jak & Daxter on the other side **[21]**.

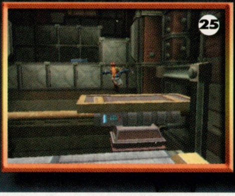


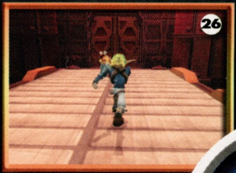
Around the next corner is another series of spikes. This time, there are three sets. They still go in turns, starting with the closest and finishing at the end, so just wait for the first set to retract and follow them. Make sure not to get too close, as even touching them will result in Jak taking damage. There are four Krimzon Guards to contend with when Jak & Daxter reach the other side **[22]**.

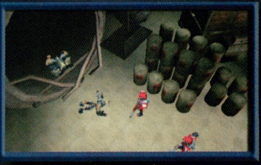


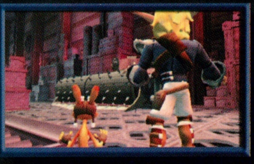


Use Jak's Dive Attack (X button, then Square button) to break the grate and land on the floor below **[23]**. The conveyor belt will deliver Jak & Daxter to another set of moving platforms. If you're not careful, it could also drop them into the abyss below it, so time your Double Jump to coincide with the first platform appearing on the right side. If need be, turn around and run against the belt until it appears **[24]**. Quickly Double Jump again to get to the other side; you'll find another Health Pack inside the Krimzon Guard Crate here **[25]**. Take the steps and then ride the conveyor belt into the next doorway **[26]**.





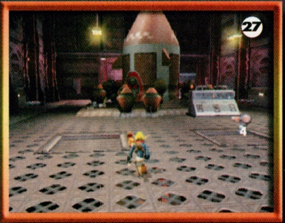




Jak & Daxter stumble across a Red Security Pass, probably left behind by a careless Krimzon Guard. These Passes will allow the two to get through City Checkpoints and gain access to new areas within its walls. A noise interrupts their conversation and they peek through a grate in the floor to find its source – Krimzon Guards giving Metal Heads barrels of Dark Eco. Before they can even ponder why Metal Heads are inside the City and why the Baron is giving them Dark Eco, the Security Tank reappears, with Jak & Daxter staring right down its dual machine-gun barrels.

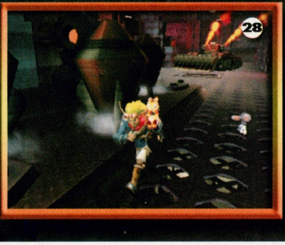
RED SECURITY PASS: The Baron has set up special Security Checkpoints throughout Haven City as a way of keeping out the undesirable and less fortunate citizens from its various districts. The only way to cross from one of these areas to the next is with a special color-coded Security Pass. The Red Security Pass will allow Jak & Daxter to enter Haven City's South Town.

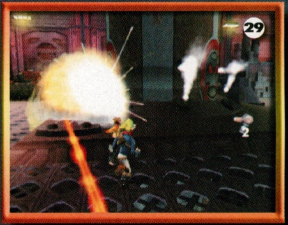
The two are caught inside the large room, which also happens to be the warehouse where the Baron stores his Ammo. At the back of the room, there is a HUGE Warhead Missile – just the thing to help blow the Dump sky high. The bad news is, Jak & Daxter are going to have to contend with the Security Tank. The good news is, they can use its machine-guns to explode the small stores of ammo surrounding the Missile which, in turn, will destroy the four Pipes used to keep that sucker cool **[27]**.



Play a game of cat and mouse with the Security Tank, leading it toward the Missile and causing it to shoot at the small ammo stores surrounding it. There are four Cooling Pipes attached to the Missile on opposite ends, so you will have to lead the Tank all the way around **[28]**.

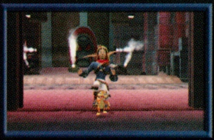
An indicator on the bottom right side of the screen will show how many Cooling Pipes are remaining. Use the Missile for cover from the Tank's fire as well, avoiding its gun attacks while leading it around **[29]**.





As soon as all four of the Cooling Pipes have been destroyed, the Warhead will start its countdown before it blows. Jak & Daxter have a mere ten seconds to get to the exit at the end of the room before they get caught in its blast. RUN!!!**[30]**

Time seems to slow down as Jak & Daxter sprint for the exit. With only a fraction of a second left, the Warhead detonates as the two leap for the exit, sending them flying out of the Fortress and crashing down to the City streets below.

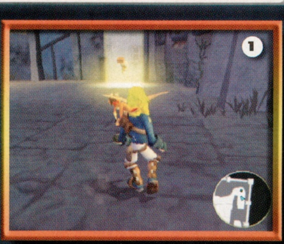


Mission accomplished! Grab a Zoomer and head back to Torn's Hideout to see what he has in store next.

MISSION: MAKE DELIVERY TO HIP HOG SALOON

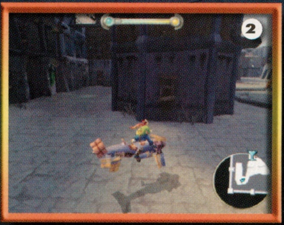
MISSION DESCRIPTION: When Jak & Daxter return, they fill Torn in about the Baron's Guards giving barrels of Dark Eco to the Metal Heads. As usual, Daxter opens his big mouth before Jak can get any more details on the Shadow, and Torn gives them a new mission. One of the Underground's "suppliers" needs his payment delivered —— a bag of Eco Ore. Torn orders them to take the Zoomer parked out back and deliver it to the Hip Hog Saloon in South Town without the Baron's patrols stopping them. When they get there, they are also supposed to pump Krew, the bar's owner, for information. It seems he's wired into Haven City and may know what the Baron is up to.

The Zoomer highlighted by the beam of light outside (as well as the flashing green dot on the City Map) has the bag of Eco Ore strapped to it. In order to complete the mission, once Jak & Daxter are on it, they won't be able to switch vehicles. If the Zoomer is destroyed before reaching the Hip Hog Saloon, it will result in mission failure. Unfortunately, the Zoomer in question is one of the more agile yet unstable variety, so extra care will have to be given in order to make it there in one piece. You can also bet that the Krimzon Guards will put up a fight if and when the duo are detected **[1]**.



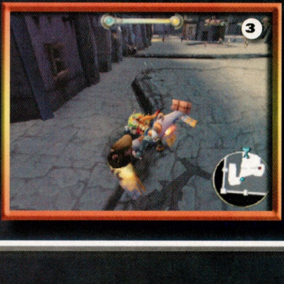
1

Hop on the Zoomer and follow the Cocktail Glass icon that appears on the City Map. This is the Icon for Krew. A new bar appears at the top of the screen. This bar is the Distance Meter between Jak & Daxter and the Hip Hog. The grey square inside the bar will move from left to right, indicating how far they have traveled and how much farther they have left to go **[2]**.



2

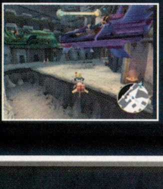
While there is no damage meter for the Zoomer, it will start to show wear and tear by first smoking, then catching on fire. As it becomes more damaged, its driving capabilities will be affected, and will become slower and less-responsive **[3]**.



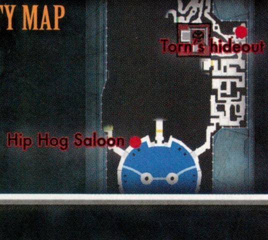
3

TIP

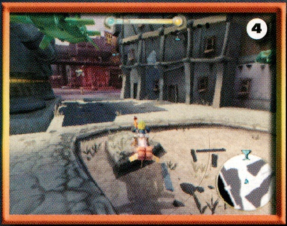
There is no reason to rush from the start, as the Krimzon Guards are not on to Jak & Daxter as of yet. Going slow, avoiding crashing into walls and other Zoomers, as well as Krimzon Guards, will help keep the damage to a minimum.



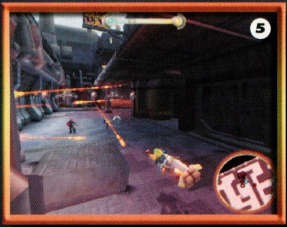
CITY MAP



Since Jak & Daxter acquired the Red Security Pass in the Fortress, they will be able to enter South Town, the newer, more industrial part of Haven City. As they approach the City checkpoint, it will turn from red to transparent, allowing them to cross over. Continue to follow the Icon on the map **[4]**.

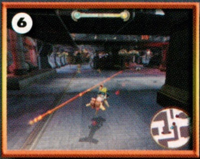


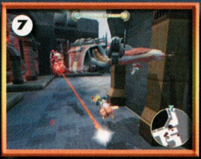
Not long after Jak & Daxter enter South Town, they activate the City's defense mechanism, alerting the Krimzon Guard to their presence. It looks like The Guard was expecting them, as they encounter a roadblock as they turn the corner. Stay in the Low Hover Zone and gun it! **[5]**.



TIP

While Jak can jump off the vehicle at any time, the Bag of Eco Ore is strapped to the back of this particular Zoomer – you can't transfer it from one to the next and there is no reason to commandeer another. If the Zoomer is damaged to the point that it explodes, the mission will be over and you will have to restart from the beginning.





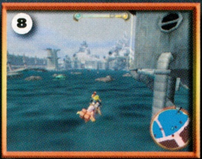
Now that all hell has broken loose, you will have to make a break for it. Stay low and don't stop. Since knocking down Krimzon Guards won't damage the Zoomer, there is no need to bother trying to navigate around them. Keep in the Low Hover Zone and barrel down the streets, avoiding structure walls and columns to the best of your ability **[6]**.

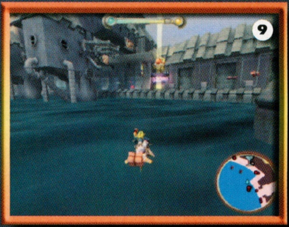
The two will encounter a second roadblock as they get closer to the Saloon. Keep low and drive under it **[7]**.

When Jak & Daxter get out to South Town's waterfront Port, go straight and over the water instead of taking a right and following the street. It's much more open and there is less traffic, giving them more room to maneuver **[8]**.

TIP

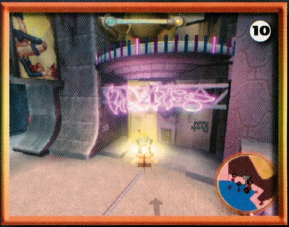
Try to keep an eye on the City Map as you weave your way through South Town's maze of streets. Anticipating turns early and avoiding walls will help keep your Zoomer healthy and in perpetual motion.





You should be able to see the beam of light highlighting the Hip Hog – almost there! Stay over the water for as long as possible while making a beeline for the Saloon. Jak & Daxter will continually be shot at, taking some fire in the process, but they should be able to make it in one piece. Make sure to raise the Zoomer up to the High Hover Zone when they leave the water, as there is a small wall they will have to get over **[9]**.

Drive the Zoomer into the beam of light and the two will automatically jump off, completing the mission **[10]**.

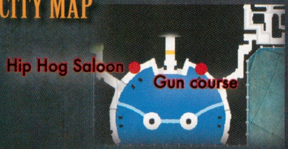


Jak & Daxter walk into the Hip Hog, and Daxter immediately takes charge. The first person they see is an impressive-looking warrior... the second, a rather rotund slob of a man named Krew. Krew isn't impressed, although he does take a liking to Daxter's fur, which would go well with his silk suits. Daxter stumbles through trying to do a little negotiating, but thankfully Jak intervenes with his own quid pro quo. He demands to know why the Baron is giving Dark Eco to the Metal Heads, which only seems to enrage the fat man. He orders the warrior, Sig, to give Jak his "bonus", a Morph Gun with the Scatter Gun Mod. If Jak can show Krew he has skills, he might just hire him for a "job".

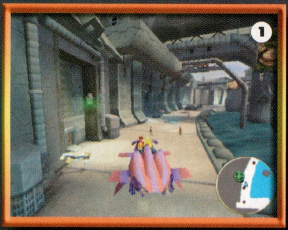
MISSION: BEAT SCATTER GUN COURSE

MISSION DESCRIPTION: Now that Jak has a weapon, he is going to need to learn how to use it. Krew has his own shooting range not far from the Hip Hog Saloon where Jak will be able to shoot away to his heart's content. Completing the Scatter Gun Course with a score of 3000 points or better will complete the mission.

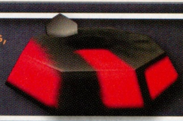
CITY MAP



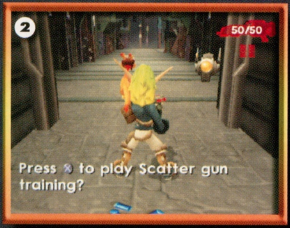
Hop on a Zoomer and follow the Crosshair Icon on the City Map to the Gun Course. It is located in the Port, a short distance East of Krew's Saloon. Head inside the small door when you arrive **[1]**.



SCATTER GUN AMMO: Like Dark Eco and Health Packs, Scatter Gun Ammo can be found inside Krimzon Guard Crates. Scatter Gun Ammo are disc shaped and red, and each one holds five rounds.

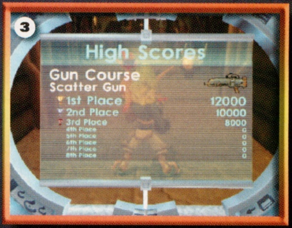


The door to the Scatter Gun Course opens on the left side of the room. When you approach it, press the X button to activate the Course **[2]**.



Press ✕ to play Scatter gun training?

The Scatter Gun Course is a great place to come to grips with Jak's new weapon. You can return here as often as you like to get a little practice or try to beat your High Score. You can also compete to earn a few extra Precursor Orbs. High Scores can be viewed in the High Scores Screen on the Options Ring **[3]**.



High Scores
Gun Course
Scatter Gun
1st Place 12000
2nd Place 10000
3rd Place 8000
4th Place 0
5th Place 0
6th Place 0
7th Place 0
8th Place 0

Score	Points	Reward
Bronze	8000	3 Precursor Orbs*
Silver	10000	3 Precursor Orbs*
Gold	12000	3 Precursor Orbs*

*If you score Gold before achieving Silver or Bronze, you will receive all 9 Precursor Orbs. If you score Silver before achieving Bronze or Gold, you will receive 6 Precursor Orbs.

THE MORPH GUN — SCATTER GUN MOD

Jak's new Morph Gun is actually a highly-upgradeable piece of weaponry. It can use a variety of different gun Mods, such as the Scatter Gun, and can also be upgraded in a variety of ways, including maximum ammo capacity and rate of fire. The Scatter Gun is a good short-range weapon with a wide field of fire. While it's not the fastest firing weapon, it can take out multiple enemies in a single blast. For the moment, the Scatter Gun can hold a maximum ammunition capacity of 50 units.

Scatter Gun Move List:

Standard Moves:

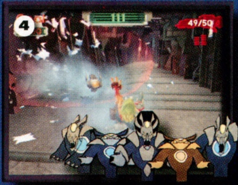
Equip/Put Away Scatter Gun ....Directional Button Up
Fire Scatter Gun....................................R1 Button

Advanced Moves:

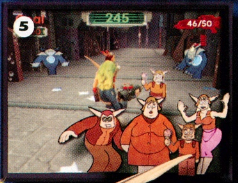
Scatter Gun Uppercut...........................☐ Button then ✕ Button then R1 Button

Scatter Gun Course Strategies:

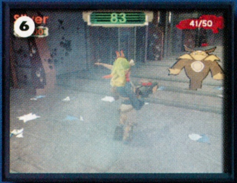
1: There are five different Metal Head targets to shoot. The larger, blue spiked Metal Head targets take two hits to destroy while the smaller blue Metal Head targets only take one. The yellow Metal Head targets are the fastest-moving and hardest to shoot [4].



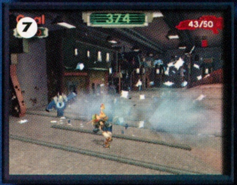
2: Hitting a Pedestrian target is a no-no, resulting in the loss of 100 points each time one is hit. There are four different kinds of Pedestrian targets, ranging in size from small to big, so you will need to think quickly before pulling the trigger [5].

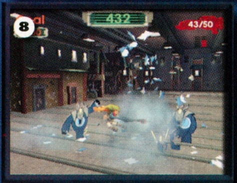


3: Point totals for each of the targets depend on how fast you take them out — the longer they stay up, the less points they are worth. Point amounts range from a maximum of 100 points for the smaller targets, up to 500 for the larger and yellow targets [6].

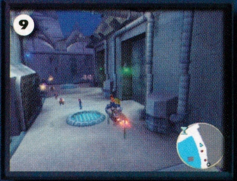


4: Learning how to use Jak's standard attacks in conjunction with his Morph Gun is very important. When there are multiple targets on screen, first press the R1 button to fire off a shot [7]. Right after, quickly follow up with a Punch or Spin Kick by pressing the □ button. This will result in Jak pulling off a super-fast combo attack — taking out multiple targets and enemies in one fell swoop. This maneuver is especially handy for the larger Metal Head targets that take two hits to destroy [8].



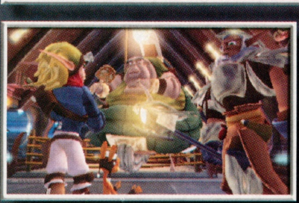


When you finish the Scatter Gun Course, collected your rewards, and are ready to move on, go out the exit and return to Krew at the Saloon. [9]

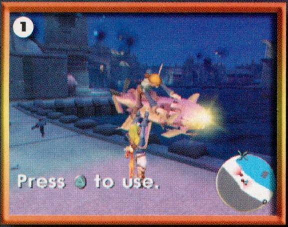


MISSION: PROTECT SIG AT PUMPING STATION

MISSION DESCRIPTION: Krew is impressed by Jak's sharpshooting skills and offers him the opportunity to become a Wastelander. Wastelanders find items for Krew outside the City walls — any artifact worth having comes through his grubby hands. If Jak comes to work for him, he will throw some of the sweeter items his way. Jak signs up, much to Daxter's chagrin. Krew offers up Sig to show him the ropes. A fellow Wastelander, Sig needs someone to watch his back at the Pumping Station, where he plans to bag five nasty Metal Heads and bring back some new trophies for the Hip Hog Heaven's walls.

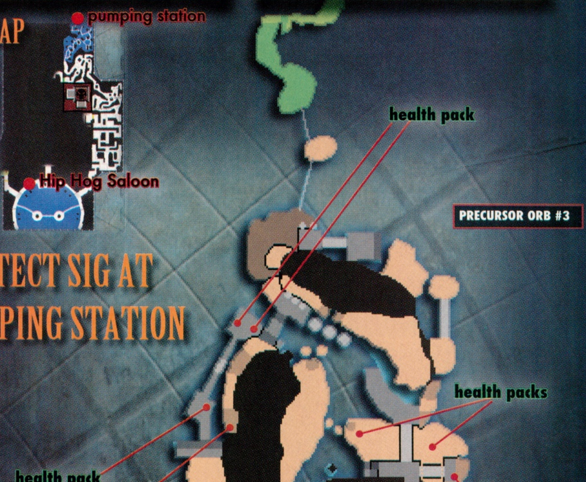


Comandeer a Zoomer and head for the Pumping Station. Jak & Daxter have already been there once before – it's location is at the far end of the Water Slums and can be accesed by the large Drainage Pipe **[1]**.


1
Press △ to use.

It's quite a long drive, taking Jak & Daxter through both South Town and most of the Slums. Just be patient and careful, watching out for the patrolling Krimzon Guards, and you should arrive without incident **[2]**.

CITY MAP


pumping station
Hip Hog Saloon
health pack
PRECURSOR ORB #3
health packs
health pack
PRECURSOR ORB #1
PRECURSOR ORB #2
health pack
PRECURSOR ORB #4

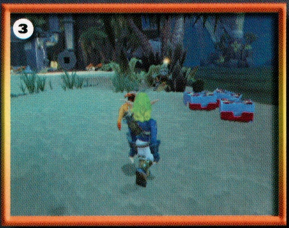
PROTECT SIG AT PUMPING STATION

LEGEND
PRECURSOR ORBS: 4
METAL HEAD SKULL GEMS: 18
HEALTH PACKS: 6

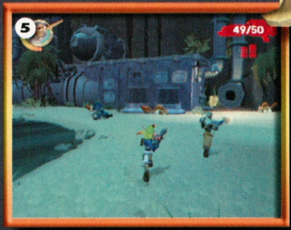
NEW ENEMY

Juice Goon

These Metal Head creatures pack long shock staffs that can shoot out deadly bolts of electricity if Jak & Daxter get within range. The best way to combat these creatures is to get off a quick shot with the Scatter Gun and then follow up with a Punch or Kick Spin combo, keeping them off their feet and not giving them a chance to retaliate. If you watch carefully, you can learn when they are about to strike, as they will pull back with their shock staff before they let one loose.



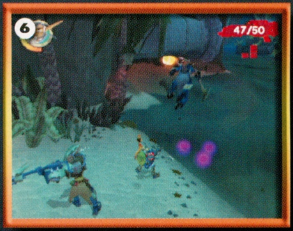
Sig is waiting for Jak & Daxter near the entrance at the Pumping Station. Grab the Scatter Gun Ammo from the Krimzon Guard Crates if you need to replenish your stores, then head on over and greet him **[3]**. He tells the pair to follow him, stick close, and watch his six **[4]**.



Break out the Scatter Gun (directional button up or R1 button) and get ready for some intense shooting action. Sig will start out moving down the beach and you will need to follow him and make sure he stays healthy. Sig's health bar will appear in the top left corner of the screen. If he takes too many hits from enemy attacks, the mission will be over **[5]**.

Sig heads for the first pack of enemies he sees. There are two groups on the beach, both consisting of two Snorkle Tooths and one Juice Goon. Stay with him and use the Scatter Gun in conjunction with Jak's Punch and Kick moves to help him eliminate them. It takes a total of four Scatter Gun shots to bring down a Juice Goon and two shots to take out the Snorkle Tooths. Using combo attacks with both the gun and Jak's moves will eliminate them faster.

The second group of baddies will join the fight. Don't spend too much time trying to collect every drop of Dark Eco, as you don't want to leave Sig vulnerable to attack, but do try to get every Metal Head Skull Gem that is left behind **[6]**.



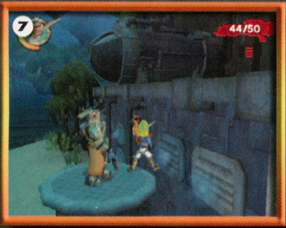
SIG: Sig is Krew's number one Wastelander. A seasoned, battle-scarred veteran, this warrior can handle himself in a firefight. He carries a PeaceMaker, a mighty weapon that is capable of shooting precise laser bursts, as well as concentrated balls of super-charged energy.

TIP

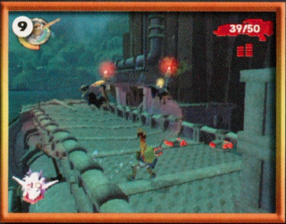
Try not to mistakingly shoot or hit Sig, as he is susceptible to friendly fire and will also retaliate when provoked – you don't want to make this guy angry.

When the first wave of enemies has been defeated, Sig will order Jak & Daxter to follow him up onto the pistons and to the platform above. Do as he says. A couple of Goobers will be waiting for them up top – nothing you can't handle **[7]**.

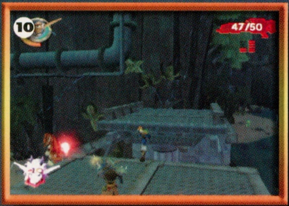
Sig tells the two to get behind him while he toasts the large water tank blocking their path. It's a good idea to do what he says. It takes about five seconds to fully charge the PeaceMaker, giving Jak & Daxter an awesome example of its power **[8]**.

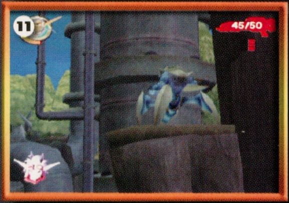


Sig urges Jak to move on. Try to get ahead of him and get a head start on taking out the next two Juice Goons. They are just on the other side of the large crate toward the end of the metal walkway **[9]**.



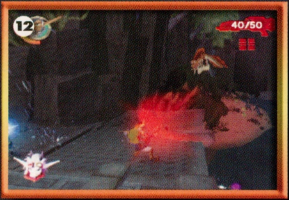
When you reach the other end, Sig will tell Jak to lower the bridge on the right. Do as he says – Double Jump up to it and Jak will grab it, his weight forcing the bridge to lower. Quickly let go, by pressing the ✕ button, and help him fend off any attacking Snorkle Tooths **[10]**.



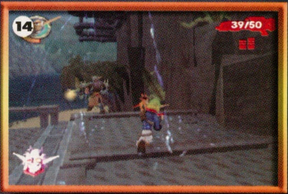


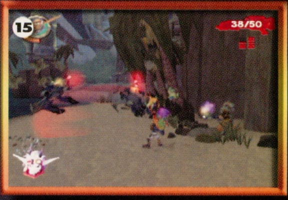
When Sig gets across the bridge, he will spot his first Metal Head target – a Crab Head **[11]**. He's going to need Jak to watch his back and keep any creatures at bay while he charges the PeaceMaker. If Sig is attacked while charging the PeaceMaker, he will have to start the charge process from the beginning.

Position Jak just to the right of Sig, facing North. With Scatter Gun in hand, you should be able to shoot each Snorkle Tooth in the air, as they try to leap up onto the platform, sending them backward. If you're accurate enough, it will only take one shot each to knock them off and eliminate them **[12]**. Six or Seven kills later, Sig stands up and takes out the Crab Head with a well-placed shot **[13]**.

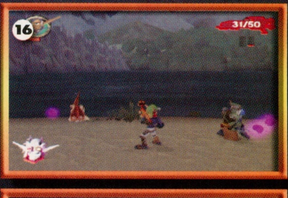


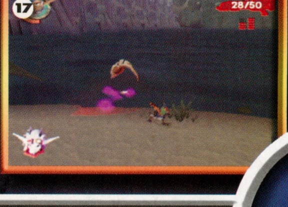
Don't let Sig get too far ahead of Jak as he moves down the ramp to the beach **[14]**. There is a Krimzon Guard Crate here with a Health Pack inside if you need it. There is also a pack of creatures, which include a couple of Goobers and five Juice Goons **[15]**.

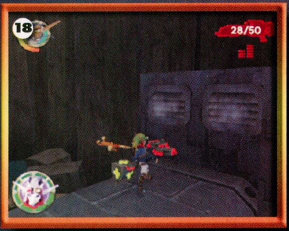




Sig spots the second Crab Head up on a ledge. Once again, you will have to keep him from getting hit in order for him to successfully charge up his PeaceMaker. This time the Snorkletooths mainly jump out of the water to the left of Sig **[16]**. They shouldn't be too touch to handle, as they will come at him one at a time. Keep the Scatter Gun equipped and execute a Kick Spin to send them in the air, then quickly follow up with a Gun shot. Repeat a few times until Sig's PeaceMaker is ready to do the job **[17]**.

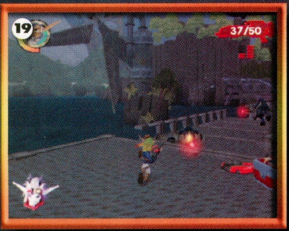






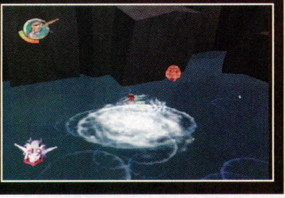
No time to waste. Head up the small steps and onto the next walkway. Make sure to grab the Scatter Gun Ammo and Health Pack from the Krimzon Guard Crate before moving on **[18]**.

Up on the walkway, Jak, Daxter and Sig will encounter two more Juice Goons. Take them out, then quickly double back – there is a Precursor Orb in the immediate area worth risking a few seconds to grab **[19]**.

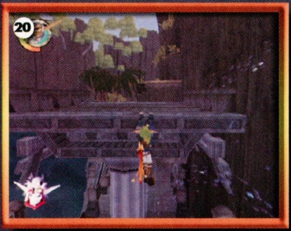


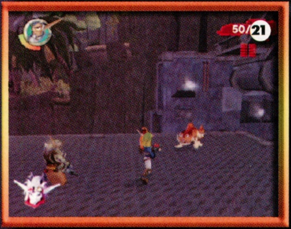
Precursor Orb

Sig can take care of himself for a moment while you grab the Precursor Orb in the water below, between the mountainside and the metal walkway. Hop down into the water, grab it, then quickly jump from the sandy rocks to the pipe and back onto the walkway.

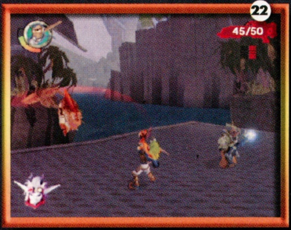


Don't leave Sig waiting any longer. Head to the opposite end of the walkway where you'll find there is another bridge that needs lowering **[20]**.

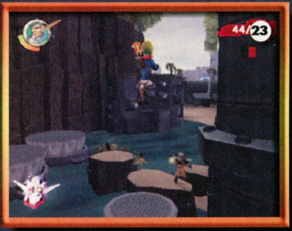




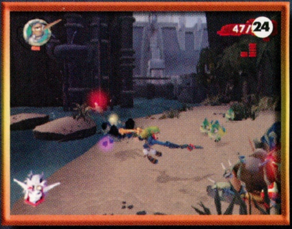
Crab Head number three is up on a ledge on the other side of the bridge. Once again, you will need to guard Sig's back while he charges up his weapon. Another wave of Snorkletooths will leap up and onto the platform from the water, this time from a variety of directions **[21]**. Keep your eye on the general area surrounding Sig and switch between shooting the beasts with the Scatter Gun and using Punch/Kick Spin combos **[22]**.



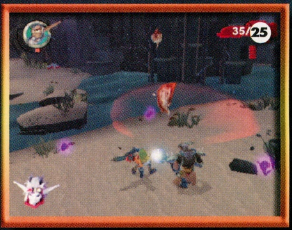
Follow Sig as he hops off of the platform and onto the ground below. Make sure to Double Jump to the small ledges in the water, as you don't want Jak & Daxter to get stuck behind one and fall behind **[23]**.



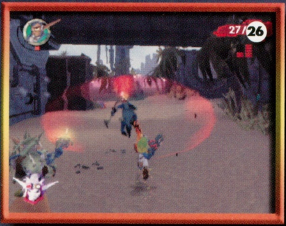
As soon as the three set foot on the beach, they will encounter another pack of Juice Goons and Goobers. When it's all clear, Sig will prepare to take out Crab Head number four **[24]**.



This wave of attacks will be much tougher than the last three, as multiple Snorkletooths will come at Sig from every direction almost simultaneously. Stay right next to Sig and use the Scatter Gun to keep them at bay. Four or five enemies later, and another Crab Head goes down for the count **[25]**.



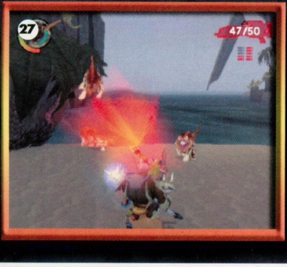
Follow Sig down the next stretch of beach in search of Crab Head number five. Without warning, a pack of Metal Heads drop down from a ledge above and ambush you both! To make matters worse, Sig's Peace-Maker jams, leaving him open to attack **[26]**.



Dark Jak Opportunity

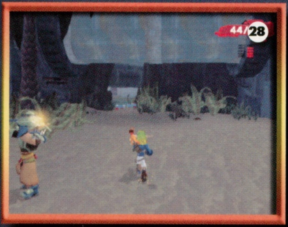
Now is as good a time as any to transform into Dark Jak. With such a concentrated amount of Juice Goons in one spot, Jak's Dark alter ego will be able to clear the playing field quickly and easily.

A few very tense and long seconds later, Sig gets his PeaceMaker back online and moves on to the final Crab Head. Once again, you will have to keep him from getting attacked while he charges up his weapon. You should be able to keep the whole water front in view, allowing you to see where the Snorkletooths are coming from. Let them get up close and personal while you stay in front of Sig, then break out a quick Kick Spin, with an instant follow up shot from the Scatter Gun to toast them in the air **[27]**.



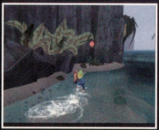
The final Crab Head is obliterated from its perch. Sig tells Jak to inform Krew that the Metal Heads are "cooked and canned". He's going to stay back and clean his PeaceMaker and collect the trophies. He also compliments Jak on his combat skills.

It's time to head back to the City and see Krew but, before leaving, there are a few more Precursor Orbs that can be collected. Go under the rotating pipe behind Sig, which will lead Jak toward the entrance to the Pumping Station **[28]**.



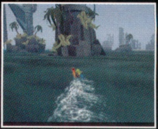
Precursor Orb

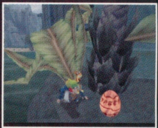
When you reach the shoreline, take an immediate left and follow the cliff around until you spot the Precursor Orb hovering above the beach behind some foliage.



Precursor Orb

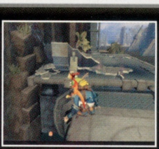
From the location where you just found the first Precursor Orb, turn and swim out to the closest island off to the right – it has a windmill on it. The island is thankfully close enough so that you will not activate the City's defenses. When you reach it, jump Jak around it's craggy steps to the right and you will spot the Precursor prize sitting up on a ledge.



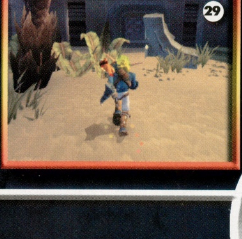


Precursor Orb

Finally, head back toward the entrance to the Pumping Station and follow the beach around to the right, ride the pistons up to the walkway, then head over to the area just beyond the blown water tank (right before the metal crate). Down in the water to the right, between the mountain side and the walkway, you'll find a fourth Precursor Orb.



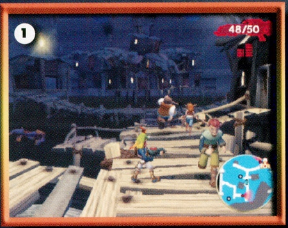
Now that all the booty has been collected, it's time to return to Krew. Retrace your steps and head back out to the City **[29]**.



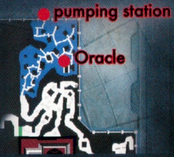
MISSION: GO TO THE ORACLE

MISSION DESCRIPTION: Now that Jak has 25 Metal Head Skull Gems, the Oracle is summoning him once again. Returning to its hut, located at the Waterfront in the Slums, will have powerful results

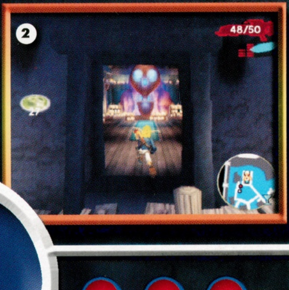
When Jak & Daxter exit the Pumping Station, once again two Icons will be available on the City Map. In addition to Krew's Cocktail Glass, there is a second Icon representing the Oracle's Hut **[1]**.

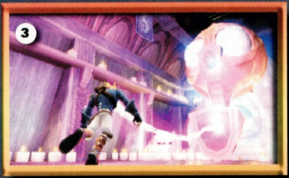


CITY MAP

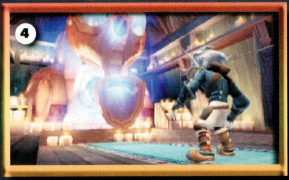


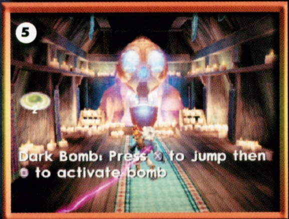
As before, the Oracle's Hut can be found not far from the Pumping Station, in the Southeast corner of the water-filled area. Since Jak & Daxter are already in the immediate vicinity, either grab a parked Zoomer or head over on foot **[2]**





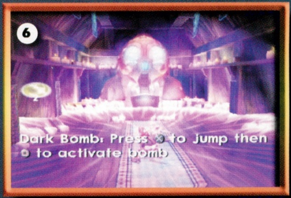
As soon as Jak walks into the hut, the Oracle shoots out a beam of Eco energy straight into Jak's body, lifting him off the ground with its raw power **[3]**. The beam, which is Dark Eco, transforms Jak into Dark Jak **[4]**. The Oracle's voice fills his head once again, telling him he has done well to rid the world of this Metal Scourge. As a reward, it gives him a new Power – the Dark Bomb **[5]**.





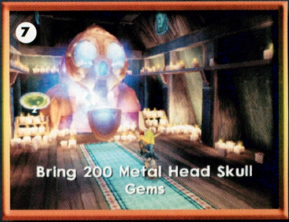
Dark Bomb: Press ✕ to Jump then ▢ to activate bomb

Since the Oracle has already transformed Jak into Dark Jak, go ahead and try out the Dark Bomb move. Once the move has been unleashed, Jak will immediately transform back into his regular form **[6]**.



Dark Bomb: Press ✕ to Jump then ▢ to activate bomb

Before leaving, if you approach the Oracle, it will tell you it needs more Metal Head Skull Gems, this time a whopping 200. Jak won't be coming back here for a while **[7]**.



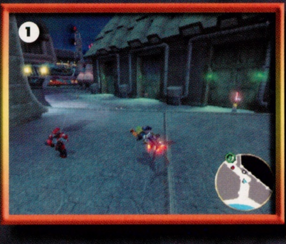
Bring 200 Metal Head Skull Gems

Head out of the Oracle's hut, grab yourself a Zoomer, and go back to Krew's Saloon. The big guy probably has some other unlawful activity for Jak & Daxter to carry out.

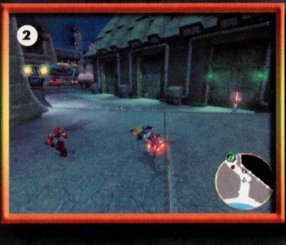
DARK BOMB: Jak's new ability, the Dark Bomb, has the power to send a Dark Eco shockwave rippling across the ground, wiping out almost anything in its path. To execute the Dark Bomb, first press the X button to jump then the Square button to slam the ground and send out the shockwave. This move will only work when Jak has transformed into Dark Jak.

MISSION: DESTROY TURRETS IN SEWERS

MISSION DESCRIPTION: Krew is happy with Jak & Daxter's performance so far and offers up another "task" for them. It seems the Sewers used to be one of Krew's best smuggling routes — that is, before the Baron installed security devices. He needs someone, namely Jak & Daxter, to go down into there and shoot every Sentry Gun they encounter. If they succeed, a sweet weapon upgrade is theirs for the taking. Jak pumps Krew for information and finds out the Baron has cut a desperate deal with the Metal Head leader. Metal Heads need Eco, so the Baron supplies them with regular shipments. In return, the Metal Heads agree to attack the City... just enough to satisfy the Baron's continued rule. It seems the Baron is running short on Eco and the Metal Heads are short on patience. If the Baron loses his power, the City would put the true ruler on the throne. Krew mutters something under his breath about a "little brat..."

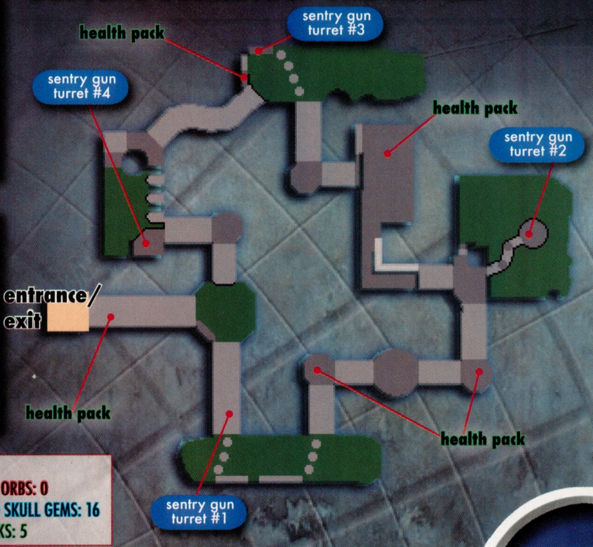


Daxter, who would rather pick up after a Flut Flut then descend into the reeking, dank, dark bowels of Haven City's Sewers, has no choice but to go along for the ride. Find a fast Zoomer and head for the Sewer Icon displayed on the City Map **[1]**.



The entrance to the Sewers is located in South Town, North of Krew's Saloon and near the entrance to the Slums. Wind your way through South Town's twisting streets until you come to the ramp leading down the Sewers. A long elevator ride will deliver Jak & Daxter to their next destination **[2]**.

DESTROY TURRETS IN THE SEWERS



LEGEND
PRECURSOR ORBS: 0
METAL HEAD SKULL GEMS: 16
HEALTH PACKS: 5

NEW ENEMY

Sentry Gun Turret

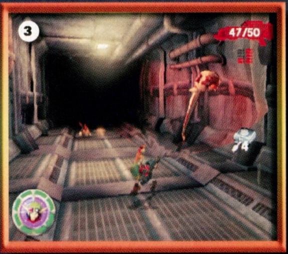
Installed by the Baron, presumably to keep intruders out of Haven City's Sewer system, these Gun Turrets constantly shoot off double burst rounds of machine-gun fire. They are also motion and heat sensing capable, meaning they will automatically home in on any intruders that get within their sight and range. The best way to deal with them is to Double Jump over their streams of fire. To determine when to jump, use the audio cue as they reload and instantly get off another shot. Continually Double Jump over the shots until Jak & Daxter are close enough to either shoot one with the Scatter Gun, or attack it with a Punch, Kick Spin or, if you're feeling particularly brave, a Dive Attack.

NEW ENEMY

Metal Head Grunt

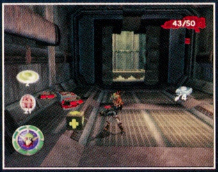
Grunts are the Metal Head's first line of defense. What these brutes lack in brains, they make up for in sheer strength and viciousness. They don't carry any weapons, and that's because they don't need to. Their claws alone will cause great damage to anyone unfortunate enough to be on the receiving end of an attack. Usually found in numbers, these unrelenting Grunts will lunge at their adversaries with surprising speed. Fortunately, they are not too tough to defeat, and a combination of one or two shots of the Scatter Gun, along with a Kick Spin or Punch, will get rid of them quickly.

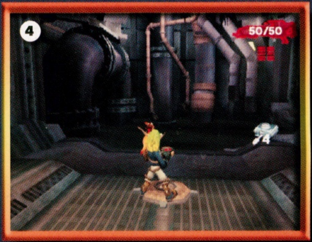
The Baron has set up a total of four Sentry Gun Turrets down in the Sewers. Jak & Daxter will need to find and destroy them all. Grab the Health Pack and Scatter Gun Ammo from the Krimzon Crates if you need them and then get ready to remove a few Snorkle Tooths from the area. Don't forget to use the Kick Spin move in conjunction with the Scatter Gun **[3]**.



TIP

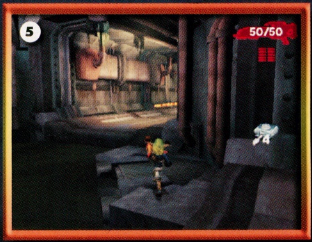
You might want to wait to grab the Health Pack until after defeating the first set of Snorkle Tooths, as you might take damage during the attack.





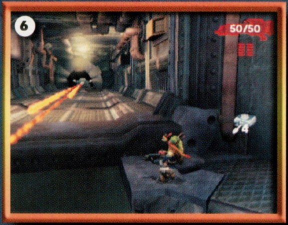
The glowing switch on the floor will activate the Sewer's lights in the immediate area. Just walk over it to turn them on **[4]**.

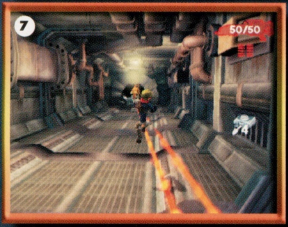
From the look and sound of it, Jak & Daxter have found the first of four Sentry Guns. There's no need to go into the murky water, so stay on the platform to the right **[5]**.



As soon as the two turn the corner, the motion-sensing Sentry Gun Turret will get a bead on their location and fire at them. To get close enough to destroy it, Jak & Daxter will have to Double Jump over the Gun's fire **[6]**.

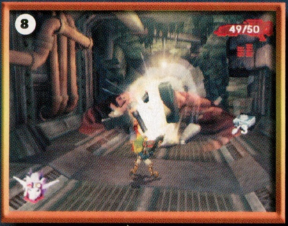
If you listen closely, you will hear the Gun reload right after letting off a shot. This sound is the cue for Jak & Daxter to jump. As soon as you hear the sound, execute a





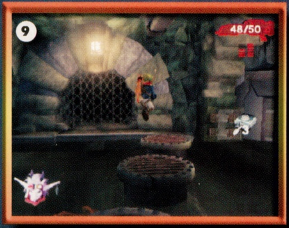
Double Jump while moving forward, leaping over the shots **[7]**.

Repeat this move until they are close enough to either shoot the Turret with the Scatter Gun, or attack it with a combat move **[8]**. One down, three to go!



TIP

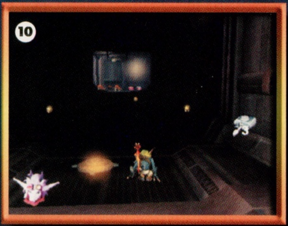
Stay out of the murky water – it's filled with swimming Snorkle Tooths! There's nothing down there except smelly sewage, and have you ever smelled wet Otsel fur? Nasty.



Hop over the metal platforms in the sewage and onto the small walkway on the other side. Follow the walkway toward the other end, jumping the small gap along the way **[9]**. A Metal Head will come screaming out of the darkness and ram the fence barrier between it and Jak & Daxter. It can't get to them, but it sure as heck is enough to get the adrenaline pumping.

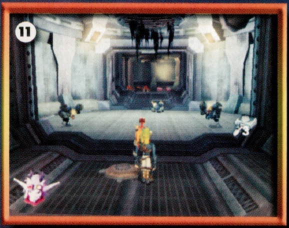
TIP

You can shoot at the ramming Metal Head and kill it from the other side of the fence, grabbing its Metal Head Skull Gem in the process. That's one more for you!

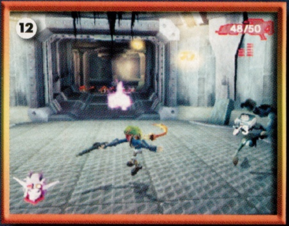


A couple of Goobers and some Snorkle Tooths are waiting for Jak & Daxter in the next corridor. Take 'em out and continue around the corner where the two will come across another darkened section. There is a light switch on the floor, as well as some strange moving lights down the corridor **[10]**.

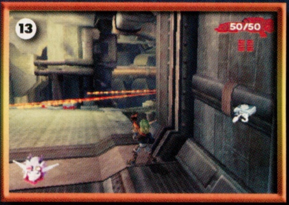
As soon as the two hit the floor switch, the source of those lights are revealed – a trio of Metal Head Grunts! **[11]**



Use Jak's combo attack of Scatter Gun and Punch/Kick and eliminate them, collecting their Metal Head Skull Gems when they are gone **[12]**.



Continue along the corridor, taking out the Snorkle Tooths along the way, until Jak & Daxter get to the second Sentry Gun. It will have already sensed their movement and will be firing in their general direction. Use the right hand wall for cover and wait for the audio cue to duck out and start Double Jumping toward it **[13]**.

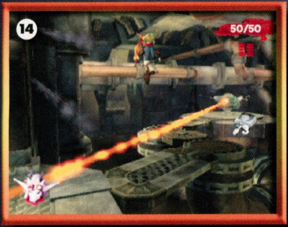


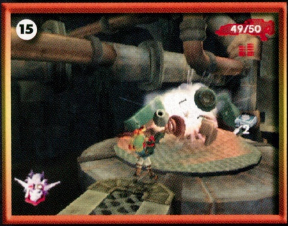
TIP

Don't be lured by the Krimzon Guard Crates at the end of the corridor. They only contain a small amount of Dark Eco, and you can grab them on the way back.

Remember, Double Jump as soon as the Turret has fired off a shot and you hear it reloading. This will get Jak & Daxter over the next stream of shots and closer to the Sentry Gun **[14]**.

As soon as they are close enough, shoot it with the Scatter Gun. Two down, two to go! **[15]**

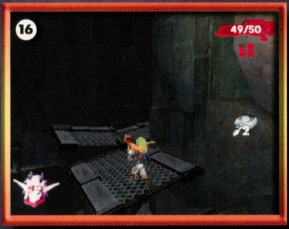




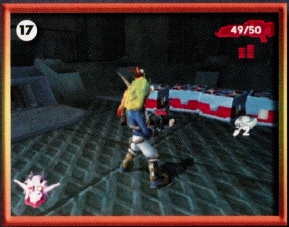
TIP

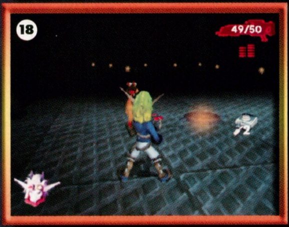
Another reason not to take a swim. There are motion sensing Mines in the water that will explode if Jak & Daxter get too close to them. If they do accidently fall in, avoid getting near them and swim for the stairs.

Continue down the next corridor. There is a small metal walkway along the right side of the wall. As soon as Jak & Daxter walk onto it, it buckles under their weight, dropping them down into the darkness below **[16]**.

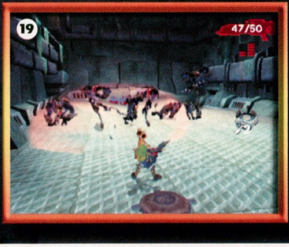


Break open the multiple Krimzon Guard Crates down here ONLY if you need Dark Eco. If Jak has enough to turn him into Dark Jak already, leave them be for the moment. **[17]**





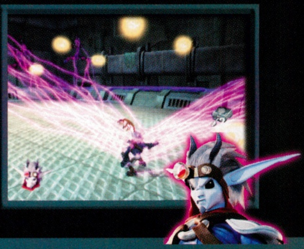
Those eight moving lights can only mean one thing – the reflection of the Metal Head Skull Gems from eight more Grunts! Hit the floor switch to activate the lights and get ready for a messy battle **[18]**.



If you still don't have enough Eco stored to transform into Dark Jak, let the Grunts come to you and constantly shoot a steady spray of Scatter Gun ammo. They shouldn't be able to get close enough to touch Jak & Daxter **[19]**.

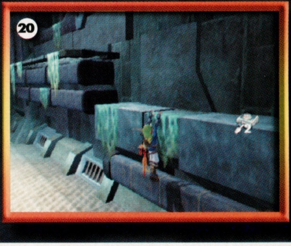
Dark Jak Opportunity

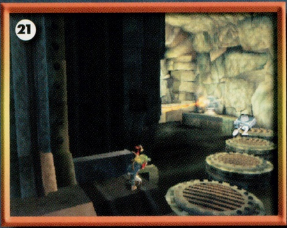
If you do have enough Dark Eco, this would be a very opportune time to transform into Dark Jak and give his new Dark Bomb Power a try. Transform into Dark Jak, get as close to the pack of Grunts as possible, then press the ✕ button to jump and then the Square button to execute the awesome move. Time seems to slow down and the floor of the Sewer ripples with the Dark Eco explosion. When it's over, all of the Grunts should be eliminated.

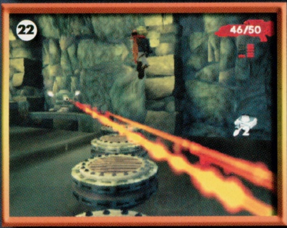


To get out of this lower section of the Sewer, use the set of slimy ledges against the left wall **[20]**.

Up above, Jak & Daxter will encounter a pack of Goobers. Just around the corner up ahead, the two will find the third Sentry Gun **[21]**.



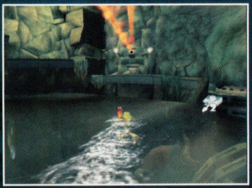




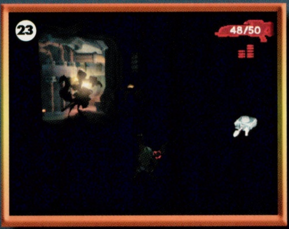
This time, there is an added challenge of navigating a set of platforms in the water as you are Double Jumping Jak & Daxter over the Turret's shots. Time your jumps carefully, and jump from one platform to the next while jumping over the shots. Three down, one to go! **[22]**

TIP

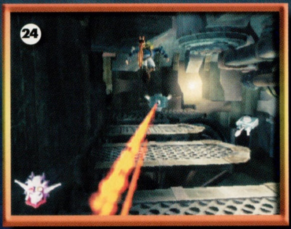
You can also take the less brave but much easier route of jumping into the water and swimming to the Turret. It can't aim low enough to shoot into the water and its shots will ring over Jak & Daxter's heads. When they reach the Turret, just swim to either side of it and jump up and destroy it.



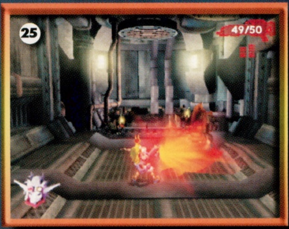
Move on, hopping up to the next corridor. The floor switch here will light the way, albeit temporarily. As soon as Jak & Daxter move a few steps around the corner, the lights switch back off, but not before the Grunts get the two in their sights and come after them. Use the glow from the Metal Head Skull Gems to keep them in your sights while taking them out **[23]**.

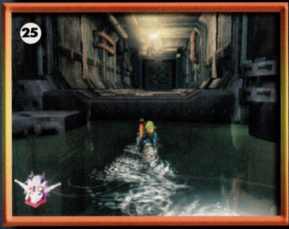


The fourth and final Sentry Gun Turret is just around the corner. Once again, you will have to carefully navigate Jak & Daxter over a set of three platforms while Double Jumping the shots of the Gun. You should be a seasoned pro by now, but just plan your jumps carefully and make sure to time them to the sound of the Sentry reloading. Done and done! **[24]**



Krew wants Jak & Daxter to return to the Hip Hog. Hop up to the corridor to the left and make your way around toward the exit. A few more Snorkle Tooths and a surprise attack by two Grunts stand in their way **[25]**.

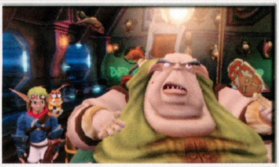




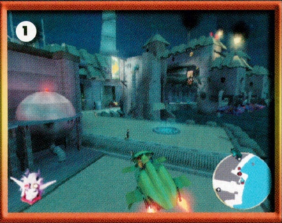
At the end of the corridor, jump down into the water and then take the path to the right, which leads to the exit. Once back up top, grab a Zoomer and return to Krew's place **[26]**.

MISSION: FIND THE BLASTER MOD

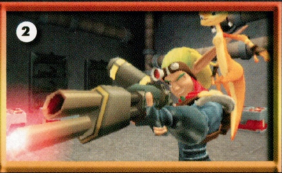
MISSION DESCRIPTION: Krew commends the two for their good work in the Sewers. As promised, their reward for completing the mission is a Blaster Mod for the Morph Gun. Of course, if they want it, they will have to find it's location, stashed away inside a Krimzon Guard Crate in the Port.



This mission is a fairly simple one. All you have to do is get the Blaster Mod for the Morph Gun. It's location is no secret – it's stashed away in a Krimzon Guard Crate inside the Gun Course. Grab a Zoomer and follow the Morph Gun Icon on the City Map to get there **[1]**.



Once inside the Gun Course, the Crate will be sitting smack dab in the middle of the room with a beam of light highlighting it. Break it open and grab the prize – the Blaster Mod **[2]**.



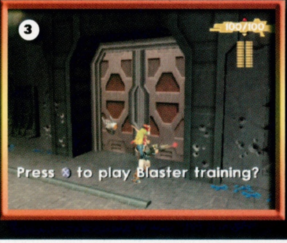
MORPH-GUN - BLASTER MOD: The Blaster is a good all around weapon with a solid rate of fire. It also has a laser sight that can help target enemies from far away. While it has an initial limit of 100 units of ammunition, it can be upgraded to hold more. In addition to single shots, the Blaster can be combined with Jak's standard attacks to pull out special combos. Kicking an enemy first, then shooting will result in a Rapid Fire Combo, taking out multiple enemies at once.

BLASTER MOVE LIST:

Standard Moves:	
Equip/Put Away Blaster	Directional Button Up
Switch Between Scatter Gun and Blaster	Directional Button Up and Down
Fire Blaster	R1 Button

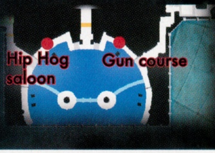
Advanced Moves:	
Rapid Fire Combo	○ Button then R1 Button
Spin Kick Shower	X Button then ○ Button (in air) then R1 Button

BLASTER AMMO: Like Scatter Gun Ammo, Blaster Ammo can also be found inside Krimzon Guard Crates. Blaster Ammo are tube shaped and yellow, and each one holds ten rounds.



When you're ready, why not take on the Blaster Course and get familiar with your new best friend **[3]**.

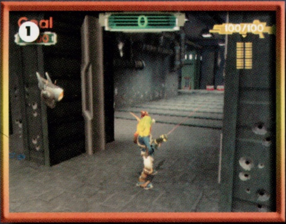
CITY MAP



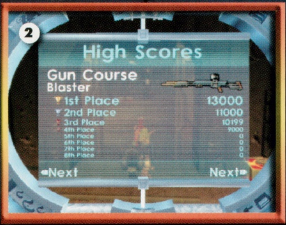
MISSION: BEAT BLASTER GUN COURSE

MISSION DESCRIPTION: Now that Jak has a new weapon, he needs to learn how to master it. Since Jak & Daxter are already at the Gun Course, it's the opportune time to take this bad boy for a spin. Completing the Blaster Course with a score of 4000 points or better will complete the mission.

The door to the Blaster Course is opposite the entrance. When you approach it, press the ✕ button to activate the Course [1].



The Blaster Gun Course is a great place to come to grips with Jak's new Morph Gun Mod. Like the Scatter Gun Course, you can return here as often as you like to get a little practice or try to beat your High Score. You can also compete to earn a few extra Precursor Orbs. High Scores can be viewed in the High Scores Screen on the Options Ring [2].



High Scores

Gun Course
Blaster

1st Place	13000
2nd Place	11000
3rd Place	10199
4th Place	9000
5th Place	0
6th Place	0
7th Place	0
8th Place	0

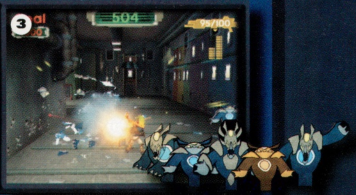
◂Next Next▸

Score	Points	Reward
Bronze	9000	3 Precursor Orbs*
Silver	11000	3 Precursor Orbs*
Gold	13000	3 Precursor Orbs*

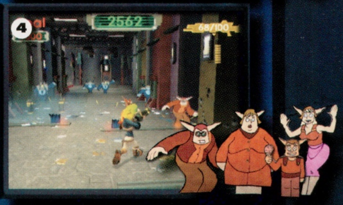
*If you score Gold before achieving Silver or Bronze, you will receive all 9 Precursor Orbs. If you score Silver before achieving Bronze or Gold, you will receive 6 Precursor Orbs.

Blaster Gun Course Strategies:

1: As in the Scatter Gun course, there are five different Metal Head targets to shoot at. The larger, blue spiked Metal Head targets take two hits to destroy while the smaller blue Metal Head targets only take one. The yellow Metal Head targets are the fastest-moving and hardest to shoot [3].



2: Hitting a Pedestrian target is a no-no, resulting in the loss of 100 points each time one is hit. There are four different kinds of Pedestrian targets, ranging in size from small to big, so you will need to think quickly before pulling the trigger [4].



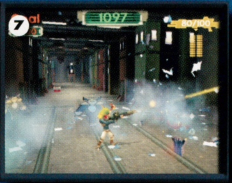
3: Point totals for each of the targets depend on how fast you take them out – the longer they they stay up, the less points they are worth. Point amounts range from a maximum of 100 points for the smaller targets, up to 500 for the larger and yellow targets [5].

5
Goal
668
93/100

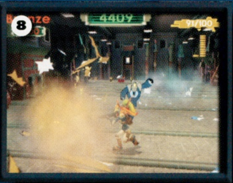
4: Learning how to use Jak's Rapid Fire combo is essential. This maneuver, when done correctly, can eliminate multiple targets at once. To execute a Rapid Fire combo, hit the ○ button to Kick Spin an enemy or target [6]. Next, immediately press the R1 button to follow up the attack with a rapid fire burst from the Blaster [7]. This combo is an important combat maneuver on and off the battlefield and should be practiced until perfected.

6
Goal
1046
83/100

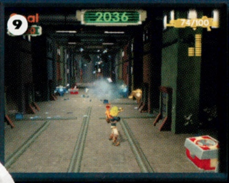
Blaster Gun Course Strategies (continue)



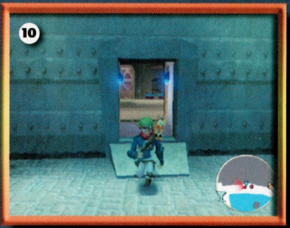
5: You have to be fast in the Blaster Gun Course, as the Metal Head targets move at a much greater rate of speed and will disappear before you know it. Try to keep the targets in sight at all times and listen for any sounds behind you. There might still be a few of them that you missed or popped up after you passed them by [8].



6: Don't forget the Blaster is also a good long-range weapon, meaning you can hit targets from much farther away than with the Scatter Gun. If you see Metal Head targets off in the distance, start shooting to eliminate them quickly for maximum points [9].



When you finish the Blaster Gun Course and are ready to move on, head outside. There will be two Icons on the City Map from which to choose – Krew's Cocktail Glass and Torn's Dagger. Grab a Zoomer and pick your next destination. [10]

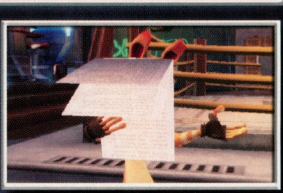


There will be certain points during the course of the adventure where Jak & Daxter will have multiple choices of where to go next – this is one of them. When the game path branches, you get to choose which mission you want to take. We have written this guide with the most logical path through the game, but it's up to you how you decide to go through it. If you choose to tackle the missions in a different order, please refer to the Jak II Mission Guide on page 1, for the page numbers and paths for each mission. We will also list the page numbers at the end of each mission.

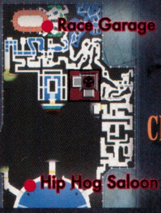
Krew: Continued on next page.
Torn: Turn to page 49.

MISSION: BEAT TIME TO RACE GARAGE

MISSION DESCRIPTION: Krew has a new proposition for Jak. Racing is Haven City's favorite pastime and Errol, Baron Praxis' right-hand man and Commander of the Krimzon Guard, happens to be the undisputed Grand Champion. Besides being crazy and dangerous on the track, he was partly responsible for administering the Dark Eco experiments on Jak — a good enough reason to race against him. It seems that a client of Krew's is looking for a fast driver for her racing team. Krew throws down a racing contract, with just a few "trifles" included for him. If Jak can get from the Hip Hog to the Race Garage near the Stadium in less than 3:00 minutes, his client will consider letting Jak drive for her team.



GREEN SECURITY PASS: The Green Security Pass will give Jak & Daxter access to a much larger section of Haven City, which includes Main Town, the bustling downtown metropolis, and the Mar Memorial Stadium.

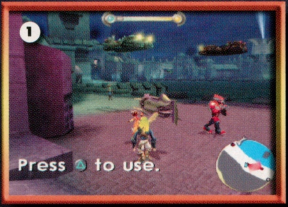


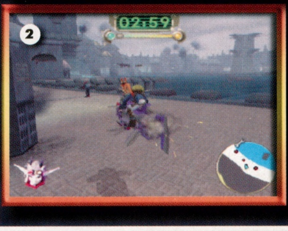
CITY MAP

Krew's client has a Race Garage situated right next to the Stadium, which is the final destination for Jak & Daxter. To get there in three minutes or less, they are going to have to quickly drive through South Town, into the Slums, then out to Main Town. It's a long trek filled with potential obstacles, which include congested, Zoomer-filled airways and patrolling Krimzon Guards.

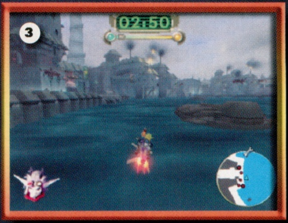
Study the City Map before taking the challenge and become familiar with the route you need to take to get to the Race Garage. We have marked the quickest route on the City Map displayed here, in order to keep you on track and not lose precious seconds taking a wrong turn or going the wrong way.

When Jak & Daxter leave the Hip Hog Saloon, they will find the Zoomer waiting for them parked outside. Just as when they had to deliver the shipment of Eco Ore to Krew originally, a Distance Meter will appear at the top of the screen indicating the distance between Jak & Daxter and the Race Garage. The gray square inside the bar will move from left to right, indicating how far they have travelled and how much farther they have left to go **[1]**.



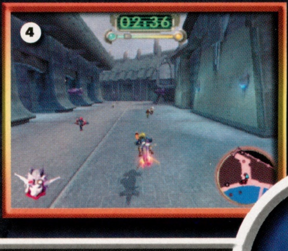


Hop on and get going! The second Jak gets on the Zoomer, the timer starts counting down **[2]**.



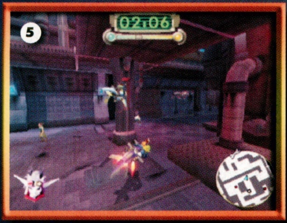
From the start, make a straight line across the water toward the exit out of the Port. While above the water, stay in the Low Hover Zone, but be careful to avoid any obstructions **[3]**.

It's up to you if you want to stay in the High Hover Zone. If you do, you will have to constantly contend

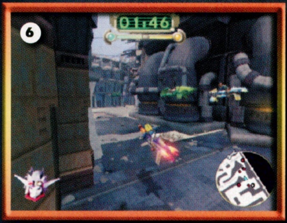


with Zoomer traffic. Since the Zoomer Jak & Daxter are on is of the lighter/quicker variety, one or two direct hits at top speed will blow it to bits. We recommend staying in the Low Hover Zone, trying your best not to hit the patrolling Krimzon Guards. If you do, then throw caution to the wind and just concentrate on staying on course and getting to the Race Garage **[4]**.

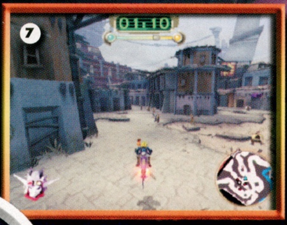
When entering tight turns, let up on the gas just a bit, then hit it hard as you make the turn. This will save you from hitting a wall or obstruction, as well as time lost using the brakes **[5]**.

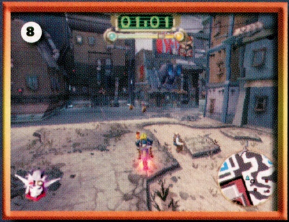


When you get to the Slums, you should have at least 1:45 left on the counter to be in good shape **[6]**.

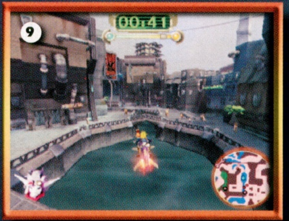


It get's a little confusing at this intersection in the Slums. Just make sure to aim for the middle path, which leads to Main Town **[7]**.

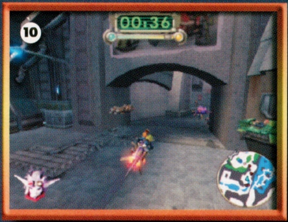




When you get to Main Town, you should have at least 45 seconds on the counter to be in good shape **[8]**.

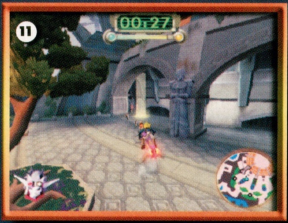


Main Town has a combination of tight alleys, wide open streets and claustrophobic waterways. When you get to the waterway area, stay in the High Hover Zone and keep the Zoomer positioned in the middle of it. The two lanes of traffic will be on either side, letting you avoid most of the congestion **[9]**.



Straight ahead is the entrance to the Stadium area **[10]**.

One last quick left, then a short distance heading straight, will lead Jak & Daxter to their goal, which is highlighted by a beam of light. You should have arrived with a few seconds to spare! **[11]**



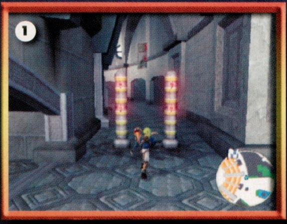
MISSION: WIN JET-BOARD STADIUM CHALLENGE

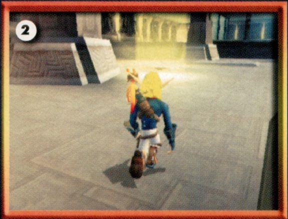
MISSION DESCRIPTION: Jak and Daxter enter the Race Garage looking for Krew's client. She's silhouetted behind a curtain and too busy working on something rather secretive to bother with the two. Tossing them an insult, she tells them she's not interested in any new drivers at the moment. But, she does challenge them to take her prototype JET-Board out on the Stadium Course — if they can beat the Stadium Challenge, then just maybe she'll consider them for her team...

KREW'S CLIENT: Krew's feisty client is too busy to be bothered with Jak & Daxter at the moment, as she is working on something she would rather be kept secret. From the looks of her garage, she knows her way around heavy machinery. And, she also is a top-notch racer, having won many awards and trophies. Being the head of one of Haven City's most popular racing teams, she has the power to get Jak close to the Baron – Only if he can persuade her to let him join her team.

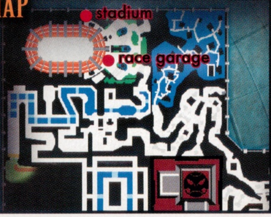
The Race Garage is actually connected to the Stadium, but Jak & Daxter will have to travel around the front side to enter. Just follow the Stadium Icon on the City Map to get inside. Zoomers are not allowed in the Stadium so the two will have to hoof it on foot. The two flashing poles on the other side will lead them into the entrance [1].

Once inside, follow the ramp down into the lower level of the Stadium. The beam of light highlights the JET-Board. Walk up to it to grab it [2].



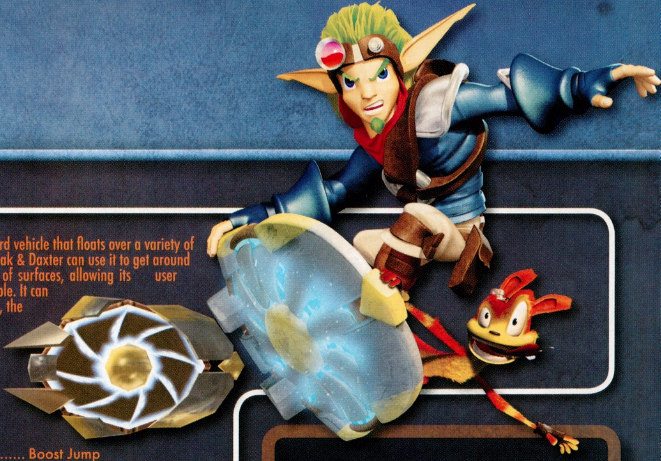


CITY MAP



TIP

In a rush? Jak & Daxter can travel a bit faster by executing the Rolling Turbo Long Jump (press the L1 button while moving then press the ✕ button)



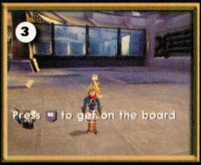
JET-BOARD: The JET-Board is a prototype hover board vehicle that floats over a variety of surfaces using anti-gravity technology. When equipped, Jak & Daxter can use it to get around quicker than if on foot. It can also grind on a variety of surfaces, allowing its user to get to specific areas that would be otherwise inaccessible. It can even float effortlessly over lakes of Dark Eco. In addition, the JET-Board is just plain cool, and it's possible to pull off a variety of tricks that will be sure to impress the ladies.

JET-Board Move List:

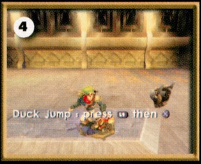
R2 button......... Get on/off
✕ button .... Jump
L1 button then ✕ button........Duck Jump
✕ button then ✕ button again after landing.......... Boost Jump
□ button + left analog stick................Grind
✕ button then R1 button + left analog stick right or left ....Spin/Speed Boost
✕ button then R1 button + left analog stick up or down.......Flip
✕ button then R1 button + left analog stick any direction.....Trick

Training:

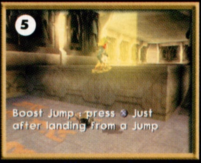
To get Jak & Daxter familiar with their new toy, Krew's client will take you through the basics. Pressing the R2 button will allow Jak to get on and off the JET-Board [3].



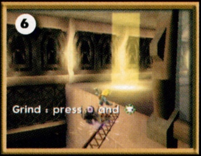
Pressing the ✕ button executes a standard jump. Pressing the L1 button to Duck then pressing the ✕ button will result in a high Duck Jump [4].



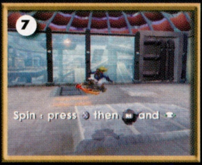
To get an even higher Boost Jump, press the ✕ button once, then press it a second time after landing. Use this move to get up to the next level [5].



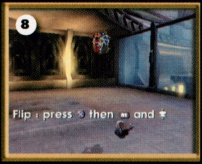
To Grind a rail or grindable surface, press and hold the □ button while using the left analog stick to steer. Solely holding down the □ button will result in them losing the Grind and falling off the surface [6].



To Spin and receive a Speed Boost, press the ✕ button to jump, then press and hold the R1 button while moving the right analog stick left or right. If you pull off a perfect 360, Jak will let out a shout and receive a Boost of speed [7].

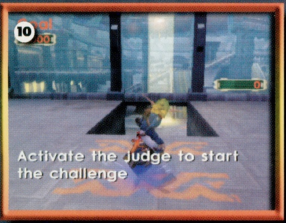


To execute a forward or backward Flip, press the ✕ button to jump, then press and hold the R1 button while moving the right analog stick up or down [8].



You can also perform a variety of Tricks, by pressing the ✕ button to jump, then pressing and holding the L1 button while moving the right analog stick in any direction. Stringing tricks and moves together will earn Jak points in the Stadium Challenge. The more tricks and moves he can pull off and combo together before landing, the larger the point total [9].

Now that you have the basics, it's time to try your hand at the Stadium Challenge. Take the opened ramp down into the center of the Stadium and activate the judge, highlighted by the beam of light, to start the Challenge [10].



Activate the judge to start the challenge

As soon as you activate the judge, you will have 1:30 to complete the Challenge. In order to pass the Challenge, you will need to score a total of 15000 points or better.

Score	Points	Reward
Bronze	50000	3 Precursor Orbs*
Silver	90000	3 Precursor Orbs*
Gold	120000	3 Precursor Orbs*

*If you score Gold before achieving Silver or Bronze, you will receive all 9 Precursor Orbs. If you score Silver before achieving Bronze or Gold, you will receive 6 Precursor Orbs.

TIP

When you have passed the Challenge, you can opt to continue to try to beat your high score and continue to compete for Precursor Orbs; just return to the judge who is next to the ramp where you entered the Stadium center.

Trick Strategies:

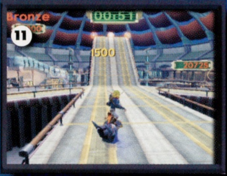
The more tricks you can pull off before landing, the higher the score, so try to find areas that will give you big air, such as the half pipes or high ledges [11].

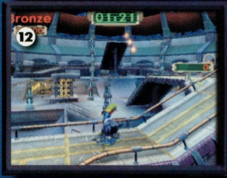
Grinding while pulling off tricks will run up your point meter fast. Find a long rail, such as on a ramp, and start to Grind it [12]. As soon as you are Grinding, pull off a trick or two and then immediately string it back into a Grind when landing back on the rail [13]. You can repeat this over the course of the rail and rack up huge point totals, as it will register as one string of tricks [14].

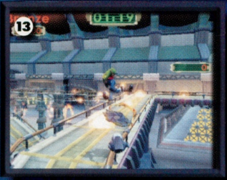
Grabbing the glowing orange Orbs found on some of the ramps and inside fire rings will net Jak 100 points for each one [15].

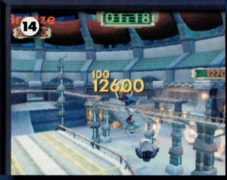
Explore the Stadium for cool trick opportunities. There are multiple levels, with many ramps, rails and unbelievable jumps. Use these Jump Pads to launch Jak & Daxter quickly up to the higher levels [16].

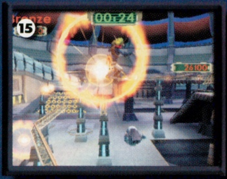
Continuously pull off tricks, even when you're just trying to get from one area of the Stadium to the next — there's no time to waste precious seconds just moving from one location to another [17].

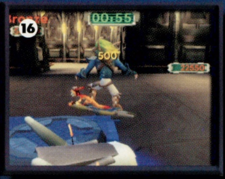


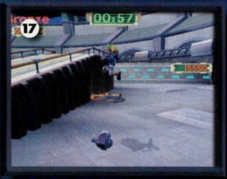


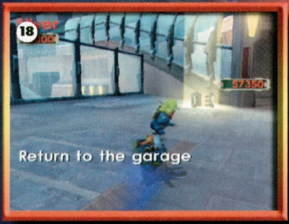






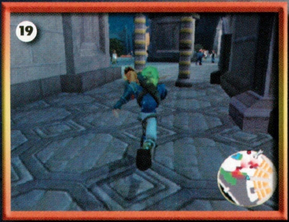


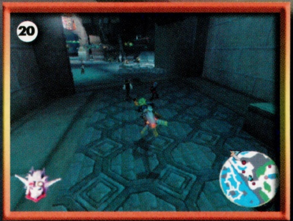




When you are finished, return to the ramp and head back to where Jak & Daxter found the JET-Board (look for the beam of light highlighting its location). Jak & Daxter will replace the JET-Board back in its holder. Sadly, it's not theirs to keep **[18]**.

Return to the Race Garage to talk to Krew's client **[19]**.





Information in hand, it's time to take leave of Krew's quirky client and return to either Krew or Torn. Leave the Race Garage, grab a Zoomer, and pick your next destination **[20]**.

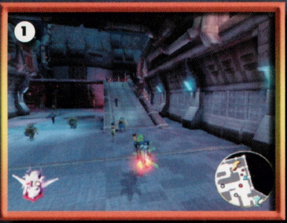
Torn: Continued on next page.
Krew: Turn to page 61.

Jak & Daxter return from beating the Stadium Challenge to receive their props, but Krew's client ain't offering any. The pair get the distinct notion that she doesn't care much for them, mostly because of their affiliation with Krew. Jak eyes her numerous trophies and notes that she has won her share of Races, duly noting that the winner gets to tour the Baron's Palace. He asks if she can get him into the Palace, and she decides to help him out - as long as he stops bugging her. She directs the two to an old Maintenance Elevator at the base of the Palace Support Structure. If they can restore power to the Elevator then it just might take them up to the Palace.

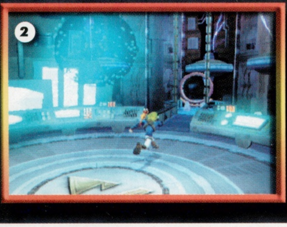
MISSION: RESCUE VIN AT STRIP MINE

MISSION DESCRIPTION: One of the Baron's mining operations is under attack by the Metal Heads — no big deal except that the Foreman is one of the Underground's best informants. His name is Vin and, according to Torn, his butt is just valuable enough to save. Jak & Daxter have to find the Warp Gate at the Power Station and use it to travel to the Strip Mine where Vin is presumably holed up. Torn also reveals that the City's Eco is almost gone and the Baron's shaky deal with the Metal Heads is falling apart at the seams. If this mysterious Kid isn't back on the throne soon, there may not be a City left to defend...

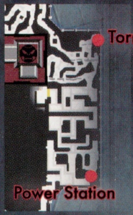
Grab a fast Zoomer and head for the Power Station, following the Lightning Bolt Icon on the City Map. The Power Station is located in the Southeast corner of South Town at the top of a ramp near the entrance to the Port **[1]**.



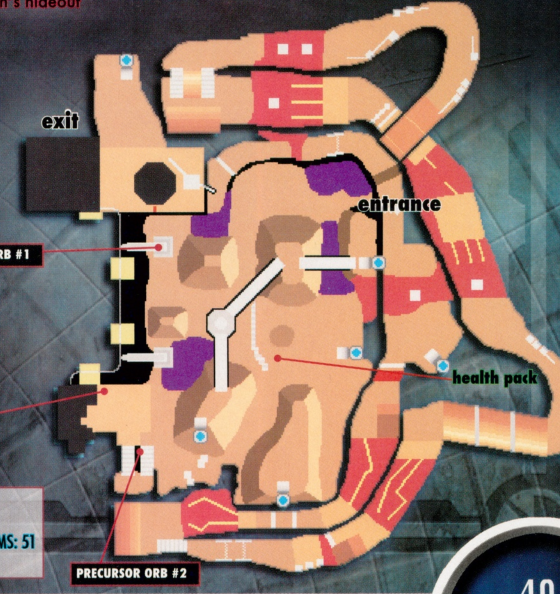
Once inside the Power Station, Jak & Daxter will find the Warp Gate of which Torn spoke. Approaching the Warp Gate and pressing the Triangle button will teleport the two to the Strip Mine. Now, Jak & Daxter just have to locate and rescue Vin. Easy, right? **[2]**



CITY MAP



STRIP MINE



LEGEND
PRECURSOR ORBS: 2
METAL HEAD SKULL GEMS: 51
HEALTH PACKS: 2

NEW ENEMY

Metal Head Stinger

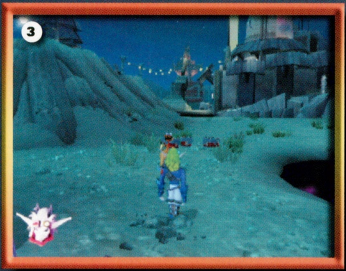
These scorpion-like creatures burrow in the ground and can attack at a moment's notice. When they sense Jak & Daxter are near, they will pop out of the dirt and come at the two, zigzagging across the landscape at break-neck speed. If they get close enough, they will use their sharp tails to sting the two into submission. Their small size and agility make them a tough target to track, although these same attributes make them weak to weapon's fire. To eliminate them safely, get a bead on them while they are still far enough away to attack – one hit is all that it will take to kill one.

NEW ENEMY

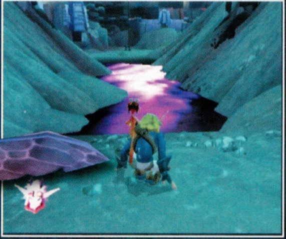
Metal Jacket

These winged creatures boast insect-like qualities, which allow them to fly and hover, quickly darting to and fro. Their near-instantaneous reaction time make them a hard object to target and, if they aren't eliminated quickly, they will lob destructive balls of energy at the two. The Blaster's long-range fire is the best weapon to use to take them out. Stay as far back as possible and use the laser sight to get a bead on them, then shoot 'em out of the sky. If and when a Metal Jacket does manage to shoot at Jak & Daxter, make sure to quickly move out of the way of the oncoming energy ball.

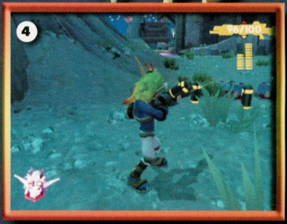
The Strip Mine seems quiet – a little too quiet. According to Torn, the area is under attack by the Metal Heads, although there isn't a single one in sight... Be on your guard and prepare to move out [3].



TIP



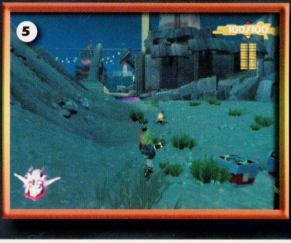
CAUTION: These lakes of Dark Eco to the left and right of Jak are still deadly to the touch – even with his new ability to absorb concentrated amounts of the stuff! Stay away at all cost, as one touch will kill Jak & Daxter immediately.

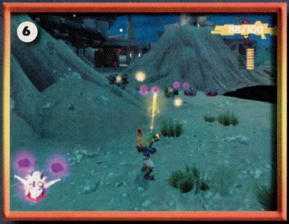


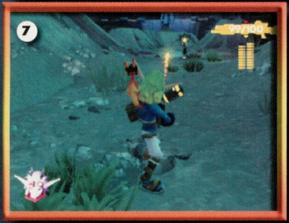
Equip the Blaster and follow the dirt path straight ahead – the small hills on either side are too steep for Jak & Daxter to climb, so don't even bother. The Krimzon Guard Crates in the immediate area have both Blaster and Scatter Gun Ammo inside them [4].

As soon as Jak & Daxter approach the Crates, they are attacked by a couple of Metal Head Stingers. Aim straight at them and let off a few shots from the Blaster to eliminate each before they get close enough to retaliate [5].

Right behind the Stingers and off in the distance is a pack of Metal Head Grunts coming over the hill. Once again, use the Blaster to target them from far away as they make their way toward Jak & Daxter. If they do get within hand-to-hand combat range, be sure to use Jak's Rapid-Fire Combo in conjunction with the Blaster [6].

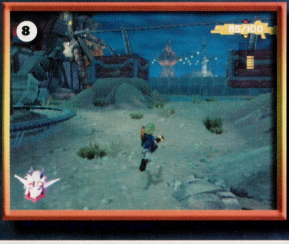






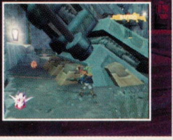
The dirt path curves around to the left, and the two will encounter another wave of Metal Heads, including their first Metal Jacket. Keep the Blaster at hand and target any and all enemies from as far away as possible. Make sure to quickly take evasive action if a Metal Jacket is able to get off a shot **[7]**.

When Jak & Daxter arrive at this conveyor belt, take a right and eliminate any Metal Heads they come into contact with **[8]**.



Precursor Orb

Around the small hill to the right is one of two large support columns that anchor the Strip Mine's cart system. Moving Jak around the inside of the column, you will find a valuable Precursor Orb.

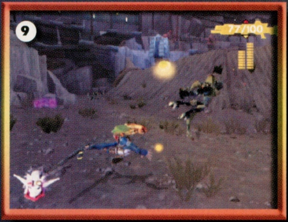


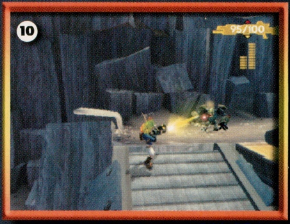
TIP

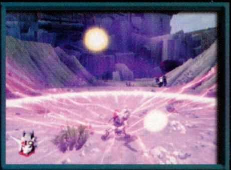
As long as Jak & Daxter are in the immediate vicinity, do your best to target and eliminate the Metal Jackets zipping about the mining carts above. There are at least three up in the sky and getting rid of them now will save time and hassle later.

Return to the conveyor belt and this time head past it to the area to the left. While this section of the Strip Mine is pretty much a dead end, there are a few Grunts and Stingers to take care of – and a few Metal Head Skull Gems to collect **[9]**.

Around the corner, the two will come into contact with a few more Grunts and Stingers. Eliminate all of the enemies in the area, then ride the first conveyor belt up to the next platform. Be prepared for at least one Metal Head on the landing **[10]**.





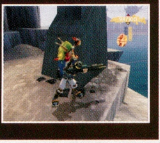


Dark Jak Opportunity

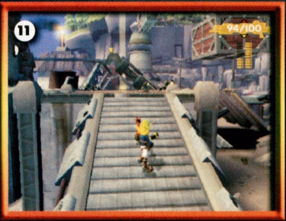
Return to the conveyor belt one last time. This time, continue down the middle path. Be prepared for an onslaught of Metal Head creatures attacking from all sides. If you have enough Dark Eco stored up, now would be a good time to transform into Dark Jak and execute his Dark Bomb move (press the X button then follow with the Square button) to completely clear the playing field.

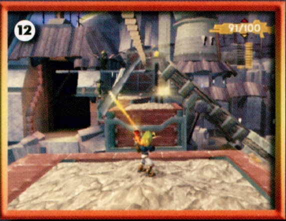
Precursor Orb

There is a second Precursor Orb for the taking just on the other side of the light pole on the landing between the two conveyor belts.



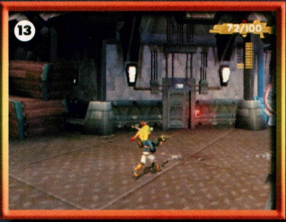
Up top, Jak & Daxter will find themselves facing the Strip Mine's cart system. Since they can't navigate across the Dark Eco below, riding one of the carts will be the only way to get the two across to the other side where, according to the Map, Vin is holed up **[11]**.





Wait for one of the carts to come passing by and jump on to it, making sure to keep the Blaster equipped and taking out any Metal Jackets that you might not have eliminated earlier **[12]**.

When Jak & Daxter reach the other side, they will find just a few more Metal Heads standing in the way between them and Vin. Eliminate them, then head over to the beam of light where they will find the terrified Foreman barricaded inside the building **[13]** .



Jak opens the door to the building and a very frightened Vin starts shooting on sight. From the safety of the doorway, Jak tries to calm the white-haired Foreman down, telling him Torn sent them. After a few more seconds of reason, Vin relents and follows the two through a second Warp Gate and back to the Power Station.

Once back at the Power Station, approach Vin to engage him in conversation.

Vin: Continued on next page.
Krew: Turn to page 61.

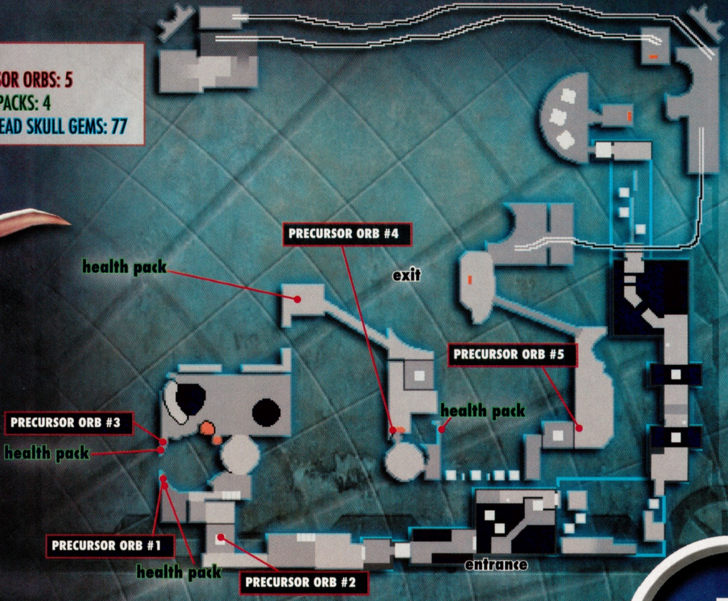
MISSION: DESTROY EGGS AT DRILL PLATFORM

MISSION DESCRIPTION: The overly anxious Foreman thanks them for saving his skinny butt back at the Strip Mine. Vin explains that the City is dangerously low on Eco. Eco's power is what keeps the City's shield up —— and if the shield drops, they can all kiss their butts goodbye! Vin pleads with Jak to keep the shield walls up until the Shadow figures out what to do next. According to his readings, there is a drop in Eco flow at the Drill Platform —— probably some Metal Head Eggs sucking away power. Vin tells Jak to use the Warp Gate to go to the Platform and destroy every Metal Head Egg he can find.

VIN: Haven City's high strung Foreman and technical engineer is one of the Underground's most valuable members. This tiwtchy, nervous and overly anxious individual knows the City's power grid like the back of his hand. His technical knowledge and know how will definitely come in handy, helping Jak get closer to the Baron.

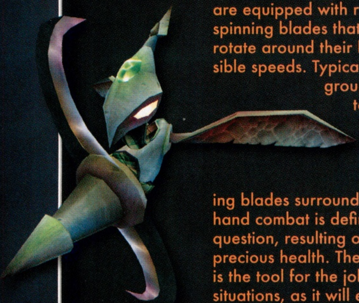
DRILL PLATFORM

LEGEND
PRECURSOR ORBS: 5
HEALTH PACKS: 4
METAL HEAD SKULL GEMS: 77


PRECURSOR ORB #4
health pack
exit
PRECURSOR ORB #5
health pack
PRECURSOR ORB #3
health pack
PRECURSOR ORB #1
health pack
entrance
PRECURSOR ORB #2

NEW ENEMY

Roto Blade

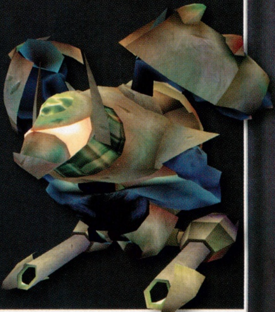


These small Metal Head creatures are equipped with razor sharp spinning blades that continually rotate around their bodies at impossible speeds. Typically attacking in groups, they will attempt to surround Jak & Daxter and slice them to bits. Since whirling blades surround them, hand-to-hand combat is definitely out of the question, resulting only in Jak losing precious health. The Scatter Gun is the tool for the job when in tight situations, as it will eliminate multiple Roto Blades with its wide blast. The Blaster also works well, especially when targeting them from afar.

NEW ENEMY

Straffer

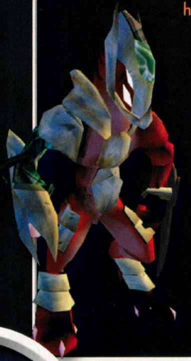
Straffers are large, airborne Metal Head creatures that shoot harmful laser beams from their torsos. These freakish, jet-propelled creeps will swoop down and attack Jak & Daxter from up high. While it's possible to target and shoot them with the Blaster, more powerful and protective hardware, such as the Gunpod, can take them out quickly and cleanly while delivering a degree of protection to the two.



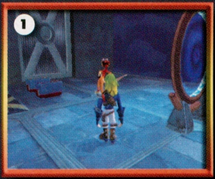
NEW ENEMY

Centurian

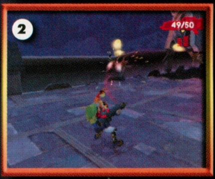
These bipedal Metal Heads have laser guns and come equipped with protective shields that can deflect the Morph Gun's various firing capabilities. In addition to firing on its enemies, a Centurian can also use its shield as a combat weapon, swiping at them if they get within arm's length. The only way to take out a Centurian is to wait until it lowers its shield to fire at Jak & Daxter, giving them a split-second chance to fire off a shot before it raises it once again. Of course, this means you will have to avoid its fire as well, making this Metal Head a tough foe. The best strategy to deal with these tricky beasts is to stay as far back as possible, keeping the Centurian targeted and in range with the Blaster. Listen for it to make a strange sound – you will know it's about to drop its shield and fire at Jak & Daxter. This is your cue to quickly dodge its blast by pressing the left analog stick left or right and the Punch (Square) button. Jak will go through his attack motion, sliding harmlessly out of the way of the Centurian's fire. Before it can regroup and raise its shield, return fire with a well-placed shot from the Blaster. One hit will take it out.



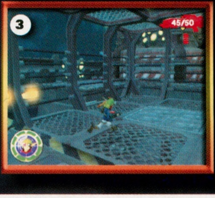
Return to the Warp Gate the two came through moments before and, thanks to Vin, they will find themselves at the Drill Platform. There are a few Krimzon Guard Crates behind the Warp Gate, containing both Scatter Gun and Blaster ammo **[1]**.



Equip the Scatter Gun and drop down to the lower platform beyond the Warp Gate. As soon as the two touch the ground, a pack of Roto Blades come flying up from below. Shoot with extreme prejudice and take them out before they get the chance to slice Jak & Daxter with their sharp blades **[2]**.

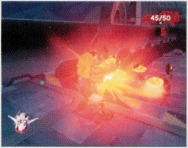


Drop down to the next level, continuing to eliminate any Roto Blades in the area, then take a right and step onto the freight elevator **[3]**.

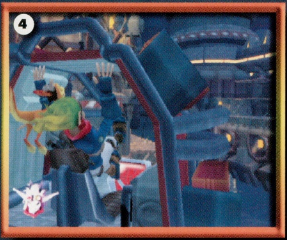


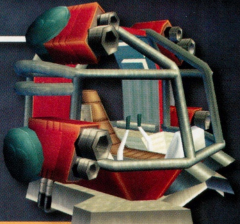
TIP

You can easily take out the Roto Blades on the ground level without any danger of getting hurt by firing from the ledge above.



The freight elevator takes the two up to one of the observation platforms. Up top, you will find a Gunpod in the right hand corner of the platform. Quickly approach it and press the Triangle button to hop in **[4]**.





GUNPOD: Gunpod's were installed by the Baron to keep the Metal Heads at bay. These gun stations are set up in key locations across the Drill Platform, and can be operated by anyone who jumps into their cockpits. To access a Gunpod, press the Triangle button when standing next to one. As soon as Jak & Daxter are inside, the view will change to an over-the-shoulder perspective, and a targeting reticle appears in the center of the screen.

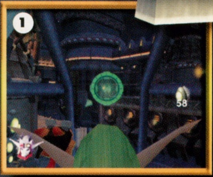
The targeting reticle displays very important information:

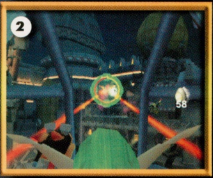
The outer ring contains 16 green squares, which display the Gunpod's current damage status. Each time the Gunpod is struck by enemy fire, it will lose a square. When all of the squares are gone, the Gunpod will explode, taking Jak & Daxter with it **[1]**.
The inner ring will display the Gunpod's overheating mechanism. As its lasers are continually fired, they will slowly overheat until they temporarily shut down. The inner ring will fill up as this happens, changing color from yellow to red. If and when they do overheat, they will be inoperable until the inner ring empties completely **[2]**.

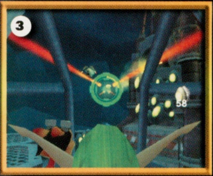
The two dots in the middle of the reticle act as the Gunpod's cross hairs. Use them to align the Gunpod's lasers and target the Metal Heads **[3]**.

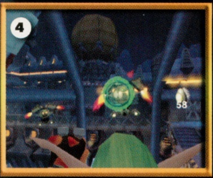
The arrow next to the targeting reticle will lead you to the closest target. Use it as a guide to locate the biggest threat and take them out before they can fire on the Gunpod. The arrow will turn color from green to red, indicating how close the Straffers are **[4]**.

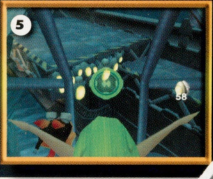
Finally, the Metal Head Egg indicator, located in the bottom right corner of the screen, shows how many Metal Head Eggs are left **[5]**.

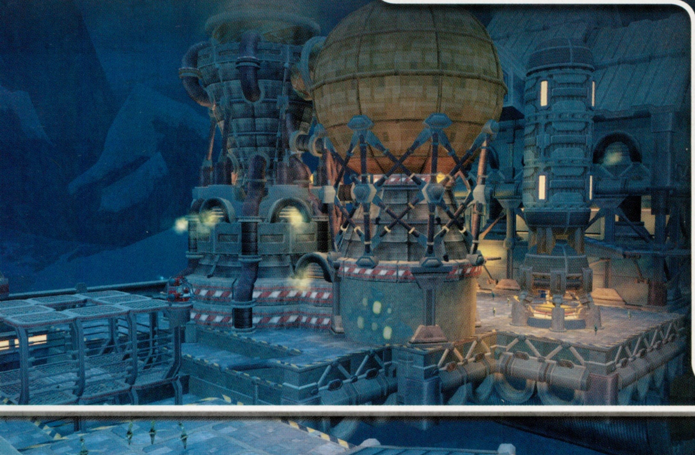




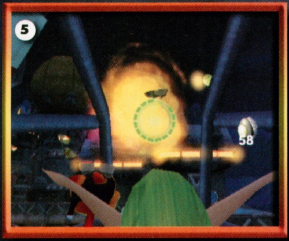








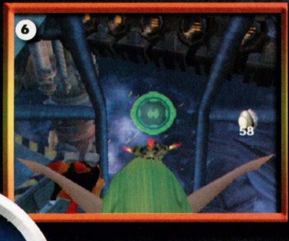
Once inside, use the left analog stick to aim the Gunpod's lasers at the attacking wave of Straffers. If you follow the arrow next to the targeting reticle, you will be able to quickly pinpoint the general area and direction from which they are coming. Once they are in your sights, press the R1 button to activate its lasers and blast them out of the sky. It takes approximately three to four hits to eliminate one **[5]**.



TIP

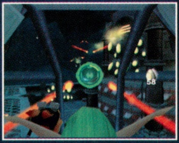
Make sure you follow a struck Straffer with the targeting reticle and ensure that it is destroyed. Oftentimes, it will careen off to one side after being hit, but then recover to launch a second attack

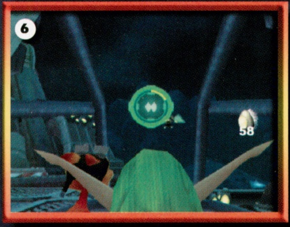
The goal is to shoot all 58 Metal Head Eggs, which can be found attached to various sections of the Drill Platform's walls. Before you even start thinking about the Eggs, turn your attention to the multiple waves of Metal Head Straffers, taking them out until they stop coming. The Straffers attack from all sides, so keep an eye on the arrow to guide you to their general area of attack. As long as the arrow is present, there will be another wave of attacks **[6]**.



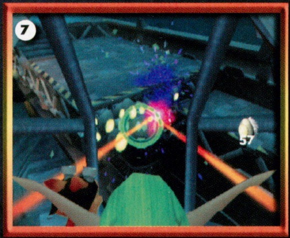
TIP

Keep your fire limited to short bursts — being conservative will keep the lasers from overheating

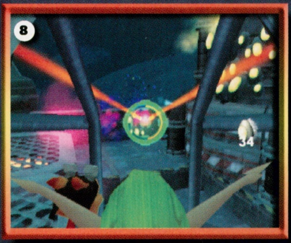




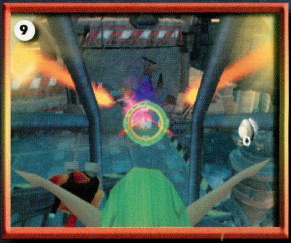
When the arrow has completely disappeared, you can turn your attention to the Metal Head Eggs. The first set is directly to the right, on the side of the platform near the Warp Gate. Use the Gunpod's lasers to pop 'em good **[7]**.



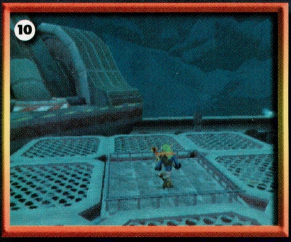
There is another set off in the distance on the opposite side to the left. A third set can be found to the right of the second set, secured to a far wall, and the fourth set is just to the right of those **[8]**.



The final set is directly in the middle of the Drill Platform, once again to the right. Taking this last set out blows a chunk out of the Platform's wall, revealing a path to the next area **[9]**.

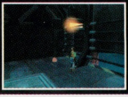


When the Metal Head Indicator is at zero, hop out of the Gunpod (press the △ button to exit) and step on the freight elevator to be taken down to the ground level **[10]**.

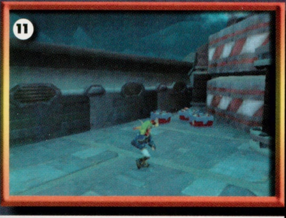


Precursor Orb

As soon as Jak & Daxter step off the freight elevator, they will find their first Precursor Orb in the back left corner of the ground level.



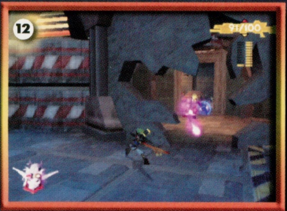
Exit the freight elevator and jump up the stairs to the upper-most platform. Head over to the left corner and Jak & Daxter will find some booty inside a few Krimzon Guard Crates, which includes a Health Pack **[11]**.

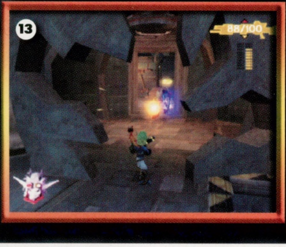


Precursor Orb

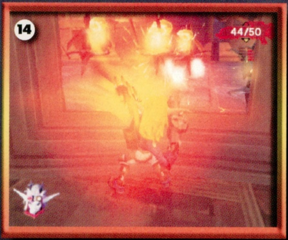
Behind the Crates, they will also stumble across the Drill Platform's second Precursor Orb.

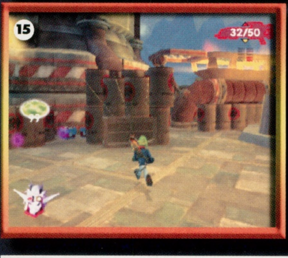
Head down the small conveyor belt and prepare to deal with a Metal Head Centurian. Make sure you have the Blaster equipped and be ready to fire. Stay back and, as soon as it lowers its shield to fire, press the left analog stick left or right in conjunction with the Punch ☐ button **[12]**. Jak will slide out of the way of the oncoming fire, giving you the crucial second or two to retaliate and shoot back before it can raise its shield. Buh-bye **[13]**.





On the other side of the doorway is a huge pack of Roto Blades. Use the doorway's step as protection and shoot the lot of them with the Scatter Gun **[14]**. When it's all clear, head through to the other side and explore the area for any Krimzon Guard Crates and potential Precursor Orbs **[15]**.

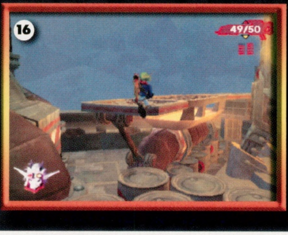


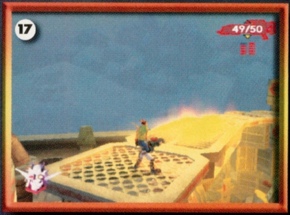


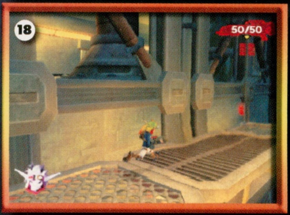
Precursor Orb

Jak & Daxter will find what they're looking for to the left of the doorway, in between the barrels of Eco and large heating pipe. Follow the small passageway around to the left and it can be found in the corner.

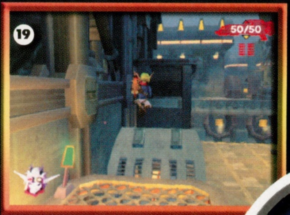
When the area has been picked clean, use the barrels of Eco next to the doorway as a platform to get up to the stacked barrels next to them. From there, hop Jak & Daxter up to the catwalk, which runs precariously over a heating release vent **[16]**. Wait for the heat to be released – it runs in four-second intervals. As soon as it stops, quickly run across the vent to the other side **[17]**. Hop from one catwalk to the next and repeat the process of crossing over the next heating release vent. Be patient and wait for it to completely stop before attempting to cross it **[18]**.

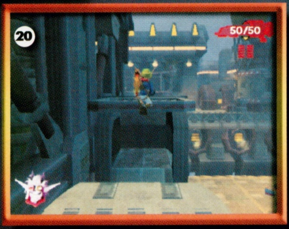




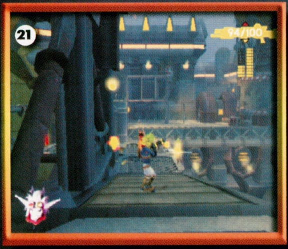


That blinking red light is actually a switch. Use Jak's Kick Spin move to swipe it, causing the platform in front of it to temporarily rise up. Jak will have approximately three seconds to jump on to it and then up to the stable platform above, before it retracts. As soon as you hit the switch, start jumping, anticipating the platform's ascent **[19]**. This way, Jak will already be jumping from it to the next before it has even completely risen to its full height **[20]**.

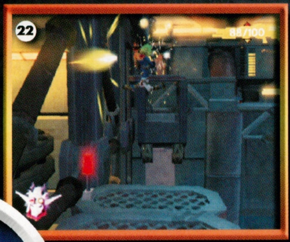




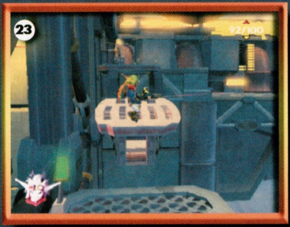
Equip the Blaster and head down the conveyor belt, running against its movement. As Jak slowly moves down the belt, a pack of Roto Blades appear on the other side, giving him plenty of time to target them from far away **[21]**.

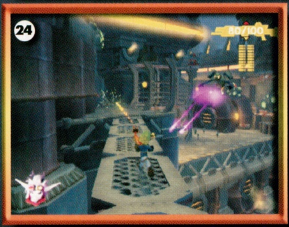


Around the corner, the two will find a second switch. There are also a few more Roto Blades waiting for them at the next platform. This is just about as good a time as any to use Jak's Spinning Fire combo move. To do so, make sure you have the Blaster equipped and execute a Double Jump. At the top of the Double Jump, press the Circle button to Spin, then press the R1 button to fire. Jak will send a barrage of bullets in every direction, hopefully taking out two or three of the Roto Blades across the way in the process. Repeat a few times until the odds have been evened **[22]**.



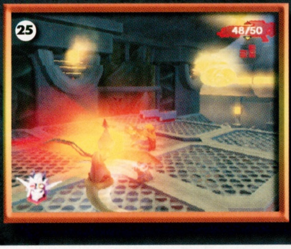
Hit the switch and, once again, Double Jump over to the platform as it is rising, then quickly jump off it onto the platform beyond. Make sure the Blaster is equipped and you are ready to fire on any lingering Roto Blades **[23]**.

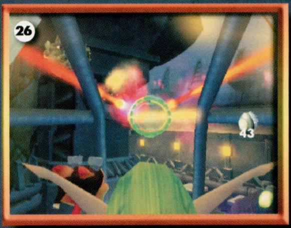




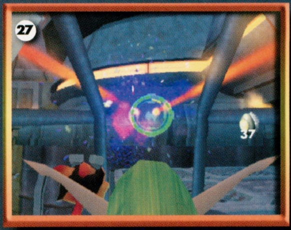
There is a Straffer in the air above, targeting the small catwalk leading between the two platforms. Quickly head across, being careful not to fall from the damage while avoiding its fire. On the opposite end, Jak & Daxter will encounter another group of pesky Roto Blades. Use the Blaster from afar and start plugging away. They should be completely eliminated before the two even set foot on the next platform **[24]**.

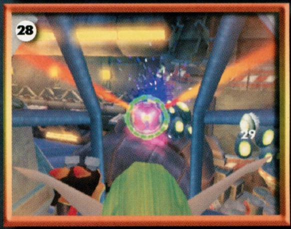
Ride the freight elevator up to the second observation platform and be ready for any lingering Roto Blades. When the coast is clear, hop into the Gunpod up here and get ready to take on another wave of Straffers **[25]**.





As before, use the arrow to guide you to their locations and stay with them until they have been completely eliminated. This time around, they are a little bit more aggressive and a little bit faster, keeping Jak & Daxter on their toes. Don't worry about the Metal Head Eggs until the last Straffer has been eliminated and the arrow disappears **[26]**.

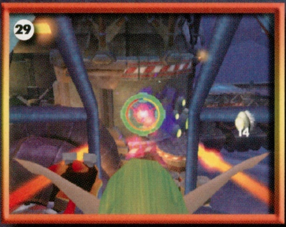




There are a total of 44 Metal Head Eggs on this side of the Drill Platform. The first isolated set can be found on the wall to the right **[27]**.

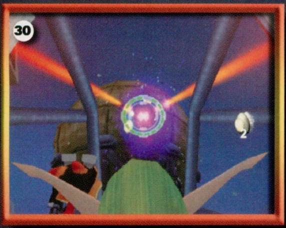
The next three sets are within close range of each other around the opposite side to the right or left **[28]**.

Two of the three are next to each other, set along the lower pipes and walls of the Drill Platform – shooting this last set breaks open the wall to the next area **[29]**.



29

The final set of Metal Head Eggs are located way up high, at the top of the tower above the other two **[30]**.



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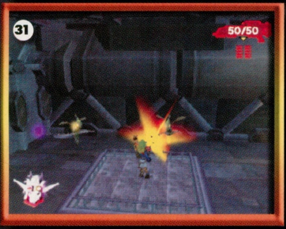
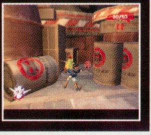


31

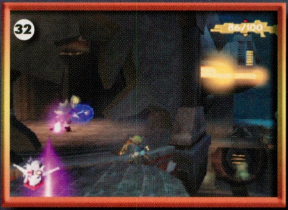
When the Metal Head Eggs have been squashed, exit the Gunpod, step on the freight elevator and ride it down to the ground level. Quickly equip the Scatter Gun on the way down, as there is a pack of Roto Blades waiting for Jak & Daxter at the bottom **[31]**.

Precursor Orb

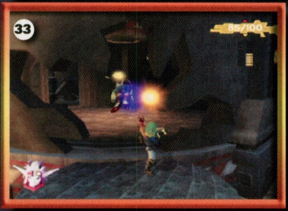
A fourth Precursor Orb can be found tucked away between the barrels of Eco at the base of this platform.



Hop up the barrels of Eco and onto the platform in front of the just-destroyed wall. There is a second Centurian waiting for Jak & Daxter at the top. Just remember to use the Blaster and dodge its shot with the Punch button **[32]**. And, as soon as you do so, quickly follow up with a shot from your weapon while the Centurian's shield is down **[33]**.



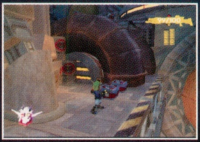
32



33

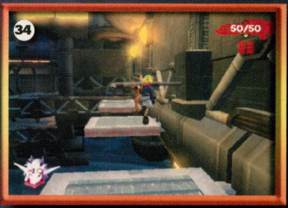
TIP

There are a few Krimzon Guard Crates around the corner on the other side of the doorway – one of them has a much needed Health Pack inside it.



That series of platforms doesn't look very stable. Not built to hold Jak's weight, as soon as he lands on one, it will buckle and drop under the pressure. Strong nerves and quick feet are the only way the two can get across. To start, quickly Double Jump on to the first one, then run to its end and jump off – Jak will automatically grab the pole jutting from the wall **[34]**.

Jump off of the pole as Jak starts his swing upwards and onto the next platform, then quickly run to its end and Double Jump to the next pole **[35]**.



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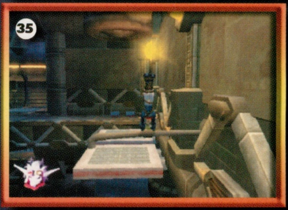
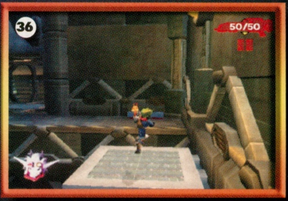


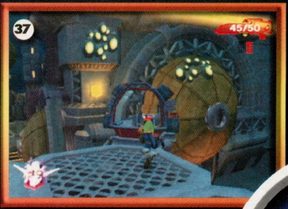
35

Repeat the process, jumping off the pole and onto the next platform, then quickly jumping to the platform beyond it. Finally, jump from the last platform onto stable ground **[36]**.



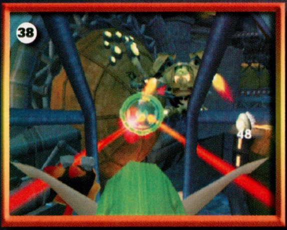
36

Yet another pack of Roto Blades is waiting for Jak & Daxter on the other side. Be ready and shoot 'em down quickly. From here, turn the corner and ride the next freight elevator up to the third observation platform. Hop into the Gunpod and prepare for the final battle **[37]**.



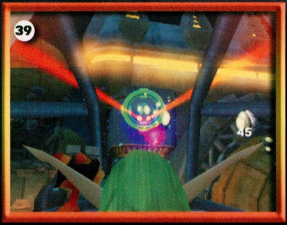
37

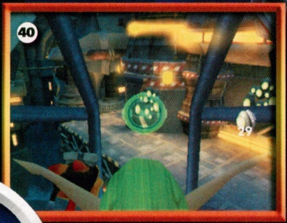
These Straffers are much faster than the last two waves. They will quickly appear in sets of three and then split up and attempt to attack from all sides. If you're not quick enough to eliminate the first batch, a second group will join the fray. Stay calm and concentrate on one individual at a time, trying to keep tabs on the others while doing so. Always shoot at the closest and biggest threat first, as they will be the ones likely to do the most damage **[38]**.



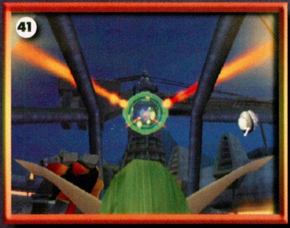
When it's over, and the arrow has disappeared, take out the 49 Metal Head Eggs. The first set is atop the wall to the right, near the doorway where Jak & Daxter entered the area. The second set is just to the right of the first, secured to the round dome-like structure **[39]**.

The next two sets are off to the right, along the ground level of the platform **[40]**.

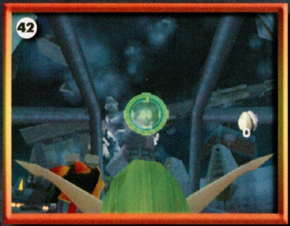




The final set is way up above, stuck on the neck of the crane **[41]**.

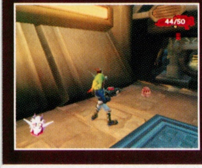


Destroying the final batch of Metal Head Eggs causes the Crane to topple, taking out a section of the Drill Platform in the process and creating a makeshift bridge. Vin announces that there now should be enough Eco to keep the City safe and powered for the time being – mission accomplished! Hop out of the Gunpod and ride the freight elevator to the ground floor. A few, lingering Roto Blades appear to greet Jak & Daxter. Don't disappoint them **[42]**.

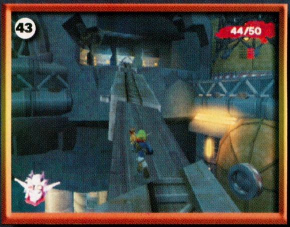


Precursor Orb

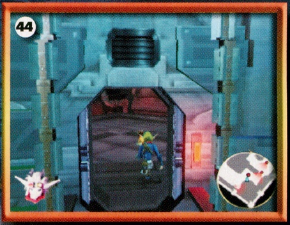
The Drill Platform's final Precursor Orb can be found in the corner right behind the freight elevator. Make sure you grab it before moving on.



Use the fallen Crane to get up to the higher floor of the Drill Platform. Up top, Jak & Daxter will find a conveniently placed Warp Gate, which will return the two to the Power Station **[43]**.



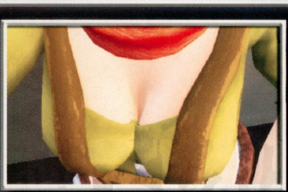
Vin seems to be away for the moment. Exit the Power Station and follow the Icons on the City Map to your next mission **[44]**.



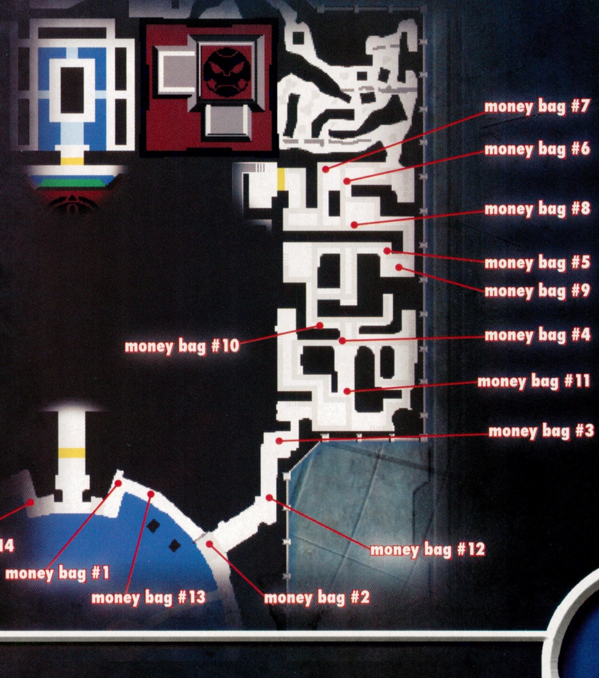
Krew: Continued on next page.
Torn: Turn to page 65.

MISSION: COLLECT MONEY FOR KREW

MISSION DESCRIPTION: Daxter hits on the hottie at the bar, then realizes it's the girl he and Jak quite literally ran into earlier at Torn's Hideout. Her name is Tess and she's with the Underground. Before he can blow her cover, she quiets him down and explains that she is trying to get her hands on a few of Krew's secrets. Daxter quite obviously has a few of his own things on his mind, then proceeds to raid the bar of its liquor. Krew appears from above and tells Jak he needs him to go around and make a few "connections" for him. While Daxter sings his troubles, Krew explains to Jak that he has some clients around town that have left 14 Money Bags for him in various locations. If Jak wants to stay on Krew's good side, he will have to collect them all in the allotted amount of time before the Krimzon Guards discover their whereabouts.



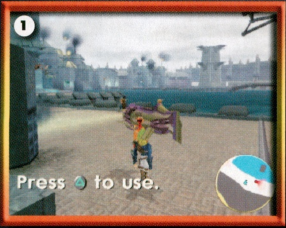
TESS: Tess is one of the Underground's most courageous members, helping out on the front lines in whatever way possible. Her newest mission is to infiltrate Krew's inner circle and see what information and secrets she can uncover. Posing as a barmaid, she is currently working at the Hip Hog Saloon.


money bag #7
money bag #6
money bag #8
money bag #5
money bag #9
money bag #10
money bag #4
money bag #11
money bag #3
money bag #14
money bag #12
money bag #1
money bag #13
money bag #2

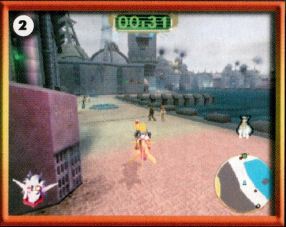
COLLECT MONEY FOR KREW

Reward for completion: Scatter Gun Upgrade

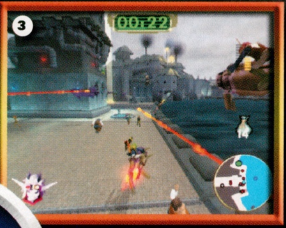
As soon as Jak hops on the Zoomer outside the Hip Hog, a timer will start to count down. Jak & Daxter will have only seconds to grab each Money Bag, and they are spread throughout all of South Town **[1]**.



The location of each Money Bag will be displayed on the City Map as a green flashing dot. Each time one is collected, another will appear. As soon as Jak is on the Zoomer, he will have 35 seconds to get to the first one before the Guards find it **[2]**.



A few seconds into the mission, the Krimzon Guards go into High Alert Status, adding an extra obstacle to the mission. Drop the Zoomer into the Low Hover Zone and don't worry about knocking a few down **[3]**.



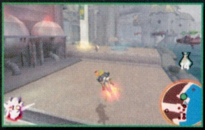
TIP

While it's not very helpful for this mission, it's possible to pull out the Morph Gun and use either the Scatter Gun or Blaster on the Krimzon Guards. Pressing the R1 button while on the Zoomer will equip the Gun (Daxter gets to shoot while Jak drives) and pressing up or down on the directional button will switch between the two weapon Mods.

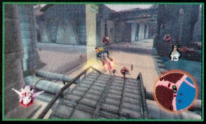
TIP

While the Zoomer is in the Low Hover Zone, any time there is a ramp or variation in the ground, it will hit it and temporarily fly upwards, possibly causing Jak to lose precious seconds. Anticipate these bumps and obstacles by quickly raising the Zoomer into the High Hover Zone, then lowering back down as soon as they have been passed.

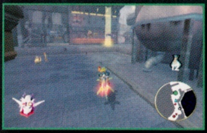
Money Bag #1 is located along the Port, close to the Gun Course. The beam of light highlights its location. Make a beeline for it and run over it to pick it up. The timer resets to 30 seconds when you pick it up.



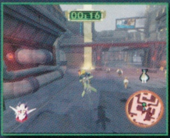
Money Bag #2 is located at the entrance to the Port, just at the base of the small bridge. Raise the Zoomer up to the High Hover Zone to fly over the bridge and then quickly back down again on the other side, picking up the Money Bag in the process. The timer resets to 30 seconds when you pick it up.



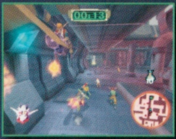
Money Bag #3 is just inside the main portion of South Town, not too far from the Port entrance. Be careful of the small ramp in the ground here, as it will launch the Zoomer temporarily into the air if it's in the Low Hover Zone, possibly causing you to miss the Money Bag and lose a few seconds in recovery time. The timer resets to 30 seconds when you pick it up.



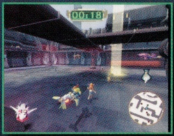
Money Bag #4 is diagonally to the right and around a corner. Watch out for Krimzon Guard fire and building walls, as the Zoomer can't take much damage before it will break down and explode. The timer resets to 30 seconds when you pick it up.



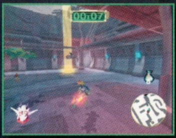
Money Bag #5 is quite a distance away, located at the end of a series of twisting corners and tight turns. Stay focused, keep one eye on the City Map, and watch out for any obstacles and obstructions. The timer resets to 30 seconds when you pick it up.



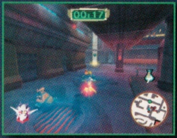
Money Bag #6 is located not far around a few corners, near the entrance to the Slums. Don't let up on the accelerator and keep moving toward the loot. The timer resets to 10 seconds when you pick it up.



Money Bag #7 is close by, but in the opposite way behind where you just nabbed the last one. Quickly hit the brakes and make a sharp U turn and grab it before the timer runs out. The timer resets to 20 seconds when you pick it up.

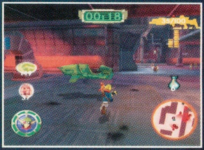


Money Bag #8 is almost as close, just down the way a bit and right around the corner to the left. By now, Jak's Zoomer is probably on its last legs and can't take much more damage. The timer resets to 30 seconds when you pick it up.

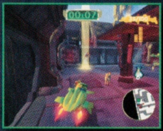


TIP

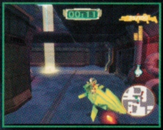
If you haven't already swapped your Zoomer for a fresh one, now would be a good time to start looking. Keep an eye out for parked Zoomers (white dots on the City Map) that will suit your needs. The smaller ones are the fastest and most nimble, but the medium-size ones will also do the trick. For an extra cool feat, try hopping out of one Zoomer and into another one without hitting the ground. When flying by a Zoomer of choice, press the Triangle button to jump off yours and then press it again to grab the Zoomer passing by.



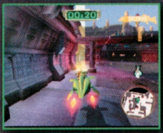
Money Bag #9 is back toward the center of South Town, around a corner. Grab a new Zoomer if need be and book on over to it. The timer resets to 30 seconds when you pick it up.



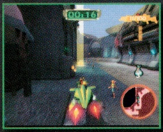
Money Bag #10 is some distance away, leaving little time for error. There are two paths to take once you get into the straightaway — both will lead to the loot, but taking the second left turn offers more maneuvering room. The timer resets to 30 seconds when you pick it up.



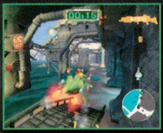
Money Bag #11 is an easy pick up, as it is around the corner to the right, located at the end of a straightaway. Just be careful of the column and the wall it is in between. The timer resets to 30 seconds when you pick it up.



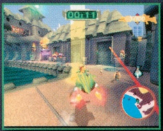
Money Bag #12 is back toward the entrance to the Port. Remember to watch the ramps and keep the Zoomer moving at full speed. The timer resets to 25 seconds when you pick it up.



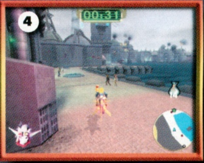
Money Bag #13 is located in front of the Gun Course. Hang a sharp right at the bridge and head straight for it. Keep an eye on your Zoomer's condition and only swap now if it's imperative. The timer resets to 25 seconds when you pick it up.



Money Bag #14 is located very close to the Hip Hog, bringing Jak & Daxter full circle to where they started their mission. Haven City's finest Krimzon Guards will do their best to stop Jak & Daxter from completing the task, so be extra careful as you approach the last Bag.



As soon as the last Money Bag has been collected, the High Alert Status returns to Normal, and the Krimzon Guards go back to their business of patrolling the streets. Return with the Money Bags to Krew to earn a reward **[4]**.

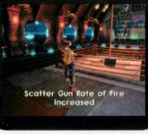


Krew rewards Jak with a Scatter Gun Upgrade, then orders them to get out – he needs his beauty rest.

TIP

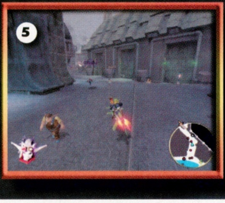
Quickly raising and lowering the Zoomer is a good way to draw and evade Krimzon Guard Fire.

SCATTER GUN UPGRADE:
The Scatter Gun Upgrade allows the Scatter Gun Attachment to shoot at a faster rate of fire, lessening the time it takes to reload. It's now possible to get off a series of quick shots in succession.



TIP

Now would be a good time to return to the Gun Course and try out the new Scatter Gun Upgrade. With it's extended rate of fire, achieving higher scores and winning more Precursor Orbs is a lot easier.

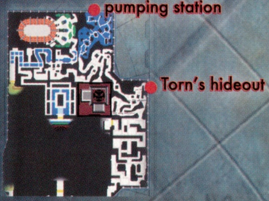


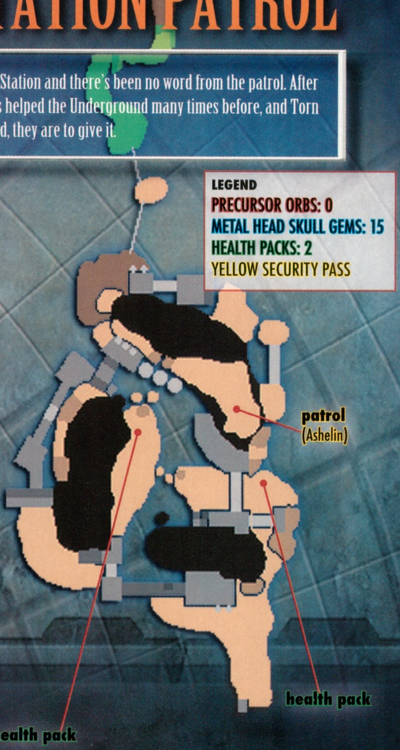
When you're ready, head over to the Slums and pay a visit to Torn **[5]**.

MISSION: FIND PUMPING STATION PATROL

MISSION DESCRIPTION: One of Torn's old Guard comrades was sent to the Pumping Station and there's been no word from the patrol. After what Jak & Daxter ran into out there, he's afraid "she" may need some help. This friend of his has helped the Underground many times before, and Torn wants the two to return to the Pumping Station and take a look around. If any assistance is needed, they are to give it.

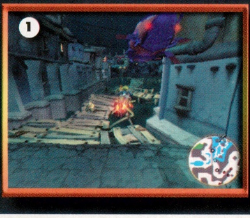
CITY MAP





FIND PUMPING STATION PATROL

Jak & Daxter have to return to the Pumping Station, yet again. Follow the Pumping Station Icon on the City Map to its location, which you should be more than familiar with by now (in case you've forgotten, it is located North, at the end of the Water Slums via a drain pipe in the City wall. Hop on a Zoomer and make your way over there **[1]**.

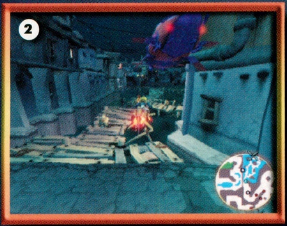


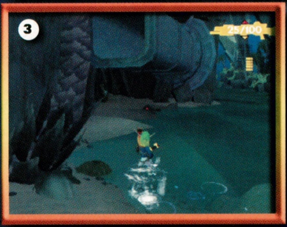
NEW ENEMY

Crab Head

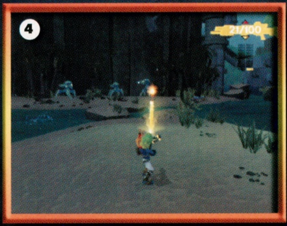
Crab Heads are the creatures Sig was hunting last time Jak & Daxter were at the Pumping Station. These four-legged beasts can shoot streams of long-range lasers from their right arms, making close range combat all but useless. While they are fast to fire, their shots take a while to reach their intended target (and their range is shorter than that of the Blaster, giving Jak & Daxter a distinctive edge). The best strategy for dealing with these monstrosities is to use the environment for cover, waiting for them to finish firing, then jump out and let off a few shots of your own. It takes four shots to fell one of these beasts.

Torn's comrade is located somewhere up on the mountainside. To get to her, Jak & Daxter are going to have to retread some old ground while dealing with some new enemies. Use the trees or debris on the beach for cover and shoot the Crab Head with the Blaster **[2]**.

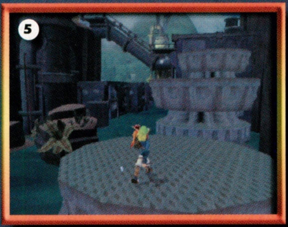


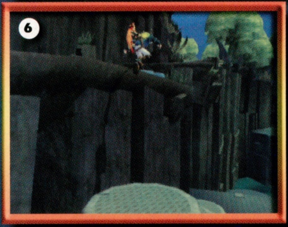


Follow the beach to the right, and make a left under the pipes **[3]**. Off to the left, you'll spy three more Crab Heads. Stay as far back as possible and take them down with the Blaster. They won't even know what hit 'em **[4]**.



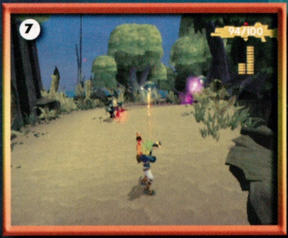
Head across the water to the area they occupied, then take a right. There is a series of three large, rotating platforms against the mountainside that you will have to jump Jak up to. Use the Double Jump + Kick Spin to get from one to the next **[5]**.



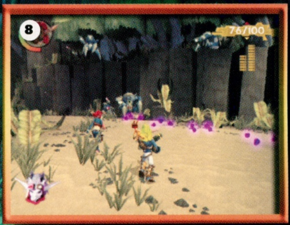


At the top of the platform, Jak & Daxter will find three pistons rising and lowering to the right. Jump from one to the next until they are on the farthest left one. When it raises to its highest point, Double Jump off of it and up to the ledge **[6]**.

There is a serious bounty of Krimzon Guard Crates up here, with enough ammo to max out Jak & Daxter's Gun Mods. Collect it all, then continue up and around the small ledges to the grassy area above. Up top, the two will come across three more Crab Heads and a Juice Goon **[7]**.



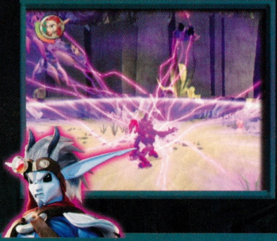
As soon as the Metal Heads are eliminated, Jak & Daxter are ambushed by a red-haired female, who gets the jump on Jak before he can even react. Of course, Daxter gets frisky at the sight of this nubile femme fatale. Jak tells her that Torn sent them to help her, which she declines. It turns out that Jak & Daxter are the ones that just might need the help. An onslaught of Metal Heads appear from over the mountainside and attack the three of them.



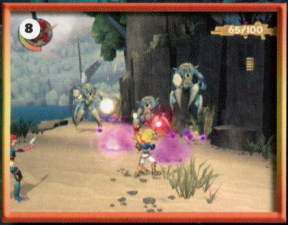
As soon as the Metal Head onslaught appears (consisting of Juice Goons and Crab Heads), Ashelin's health meter will be displayed in the top left corner of the screen. If it becomes completely depleted, the mission will be failed and you will have to start over **[8]**.

Dark Jak Opportunity

If there ever was a time for Jak to become Dark Jak, this is it! Try to wait as long as it's safely possible to get as many Metal Heads around Jak as possible, then press the L2 button to transform into the raging beast. As soon as you can, execute the Dark Bomb move (✕ to jump, then □), which will clear out the entire wave of Metal Heads. Oh yeah!



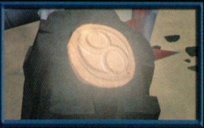
The fight is not yet over, as second, third and fourth waves of Metal Heads appear. Keep the Blaster equipped and continually shoot them. Avoid getting too close and becoming a target **[9]**.



TIP

To get a littRemember, Jak can pull off some fancy combo moves with his Blaster. The Rapid Fire Combo (○ Button then R1 Button) is one that you should become very familiar with, as it comes in handy when fighting against multiple enemies in close quarters. The Spin Kick Shower (✕ Button then ○ Button (in air) then R1 Button) is also a great maneuver when you need to give yourself a little breathing room. le more air time when making precarious jumps, execute a Kick Spin (○) at the height of Jak's jump.

When it's finally over, Torn's comrade congrats Jak on his mad shooting skills. Daxter does his best to flirt with the curvaceous hottie, but she ignores his advances and hops in her Zoomer. Before she takes off, she tells Jak to report back to Torn that Baron Praxis is planning something big. She thinks it has to do with a strange glowing symbol imbedded in a rock close by. The symbol is the Seal of the House of Mar – the founder of Haven City. Ashelin tells Jak that the Krimzon Guard is being sent out on suicide missions to locate artifacts from the time of his rule. If Jak wants to know more, he can ask the blind old soothsayer in the Bazaar named Onin. As she flies away, she tosses Jak her Bazaar Access Security Pass.



ASHELIN:
Tough as nails, this Krimzon Guard member and Underground supporter seems to have her own agenda. While it's not certain who side she is really on, she seems willing to help Torn in his cause.

YELLOW SECURITY PASS:
The Yellow Security Pass gives Jak & Daxter access to the final cordoned off section of Haven City, which includes the Bazaar and Farm Areas. With this Security Pass, they will be able to travel freely throughout all of the City.

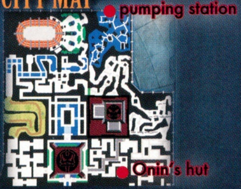
Armed with new information, it's time to head back out to Haven City, grab a Zoomer and head to the next location.

Onin: Continued on next page.
Vin: Turn to page 80.

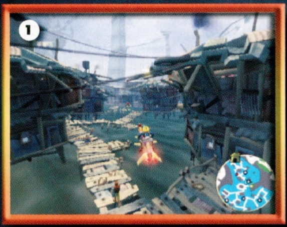
MISSION: TALK TO ONIN

MISSION DESCRIPTION: After lending a hand to Ashelin at the Pumping Station, she tossed Jak & Daxter a Yellow Security Pass, which gives the two access to every part of Haven City, including the Bazaar where Onin's Hut is located. Jak & Daxter just have to make their way to this new locale, which is located near the center of the City, in a small, side-street of the Bazaar. According to Ashelin, this old, blind soothsayer might have some valuable information regarding why the Baron is so interested in artifacts from the time of Mar, the ancient founder of Haven City.

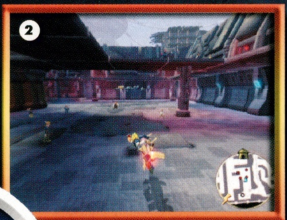
CITY MAP



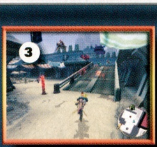
Once outside the Pumping Station and back in the Water Slums of Haven City, grab a Zoomer and start heading toward Onin's Hut, which is indicated on the City Map by a Hut Icon **[1]**.



It's a fairly long trek and there are two ways to get there, although heading through South Town rather than Main Town is the faster of the two routes **[2]**.



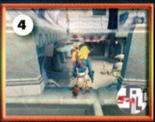
When Jak & Daxter get to the Bazaar area, you'll notice that there is a raised byway for Zoomers. Vehicles are not allowed on the streets of this section of the Bazaar. The only way to make your way through its winding, tent and stand-filled streets is on foot **[3]**.



TIP

Look closely and you'll notice a series of flashing lights along the byway. These separate the two lanes of traffic. Stay on the right side to avoid any head on collisions.

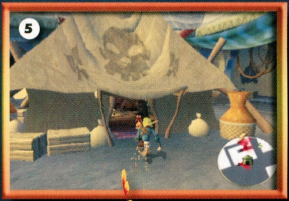
Hop off the Zoomer when you get to this section of the byway, as there is a ramp leading down into the Bazaar. Onin's tent isn't too far from here, literally just around the corner **[4]**.



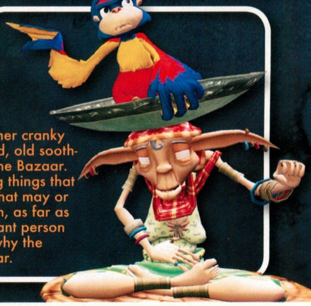
TIP

Jak can work out some of his frustrations by smashing up many of the objects and wares along the streets of the Bazaar. Fruit stands, jugs of water, wooden crates, baskets and the like can be broken, shattered and sent flying everywhere. Go ahead, you know you want to.

When Jak & Daxter arrive at Onin's Hut, head inside for a little "meet and greet." **[5]**



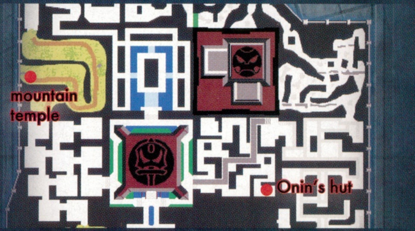
ONIN AND PECKER: Accompanied by Pecker, her cranky half parrot/half monkey interpreter, Onin is a blind, old soothsayer who lives in a small and unassuming hut in the Bazaar. This wise woman can see into the future, predicting things that are to come, things that have passed, and things that may or may not happen. She seems to know Jak, although, as far as he knows, they have never met. Onin is an important person to know, as she may be able to enlighten Jak on why the Baron is desperately searching for the Tomb of Mar.

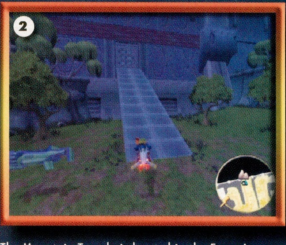


MISSION: FIND 3 ARTIFACTS IN MOUNTAIN TEMPLE

MISSION DESCRIPTION: Jak & Daxter meet Pecker, Onin's pugnacious parrot Interpreter. The blind old soothsayer welcomes the two, and tells Jak it's good to see him again — but as far as he knows, he's never met her. Onin knows Jak is seeking answers about the Tomb of Mar. According to Pecker, she wants Jak to recover three Artifacts from the Precursor Mountain Temple. Pecker tells them to use the Warp Gate at the Northwest side of the City and bring back the three items they find.

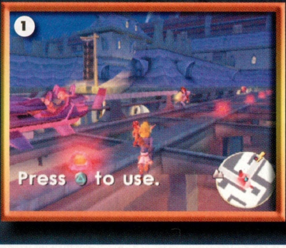
CITY MAP

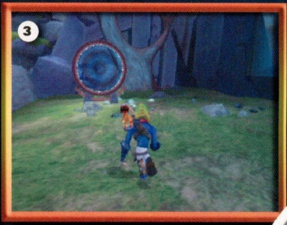




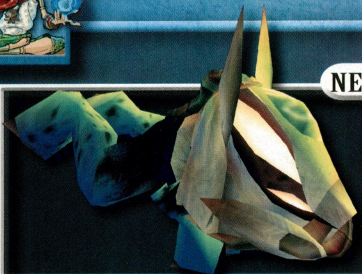
The Mountain Temple is located in the Farm Area of Haven City at the top of a long ramp. Upon their arrival, hop off the Zoomer and head on up **[2]**. Inside you will find the Warp Gate of which Pecker spoke **[3]**.

Like Pecker said, Jak & Daxter will find the Warp Gate to the Precursor Mountain Temple to the Northwest. Head back to the byway, grab a Zoomer, and follow the Mountain Temple Icon on the City Map to get there **[1]**.





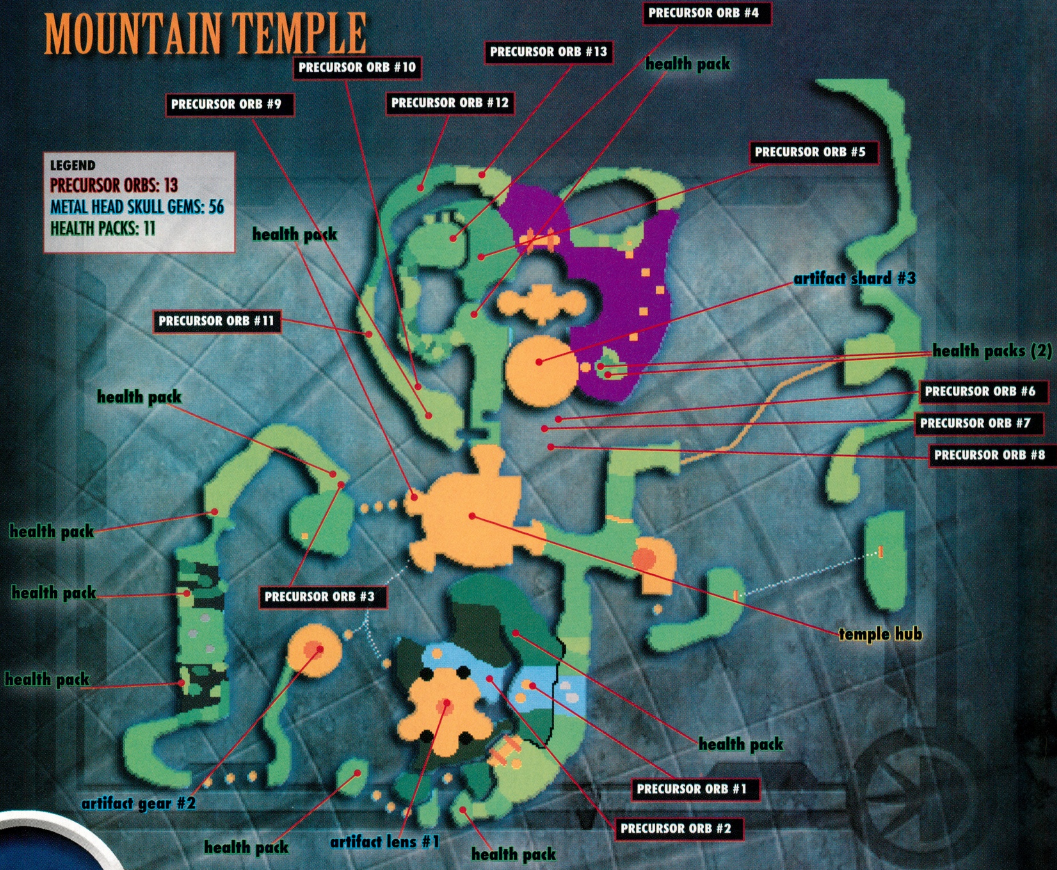
NEW ENEMY



Metal Head Hopper

Hoppers are small Metal Head creatures with rather large heads. Typically attacking in large numbers, they hop around on their back feet and use their bulky craniums to ram their prey. Because of their relatively small size, they are easy to take out. The Scatter Gun is especially effective against them, as it can eliminate multiple Hoppers within its large blast radius in just one shot.

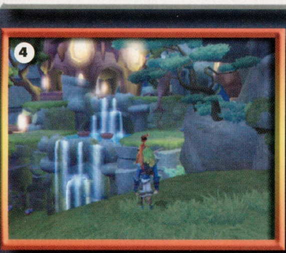
MOUNTAIN TEMPLE


PRECURSOR ORB #4
PRECURSOR ORB #13
PRECURSOR ORB #10
health pack
PRECURSOR ORB #9
PRECURSOR ORB #12
PRECURSOR ORB #5
LEGEND
PRECURSOR ORBS: 13
METAL HEAD SKULL GEMS: 56
HEALTH PACKS: 11
health pack
artifact shard #3
PRECURSOR ORB #11
health packs (2)
health pack
PRECURSOR ORB #6
PRECURSOR ORB #7
PRECURSOR ORB #8
health pack
health pack
PRECURSOR ORB #3
temple hub
health pack
health pack
PRECURSOR ORB #1
artifact gear #2
PRECURSOR ORB #2
health pack
artifact lens #1
health pack

NEW ENEMY

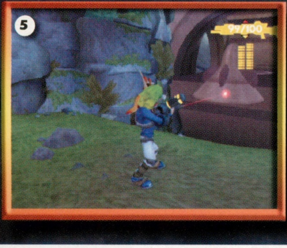
Ram-Head

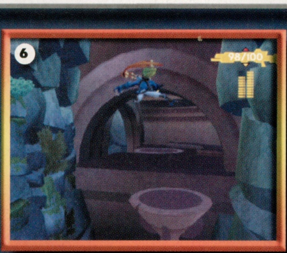
These huge, heavily armored behemoths dwell inside caves in the Precursor Mountain. When Jak & Daxter encounter one, it will charge at them, attempting to catch them with its sharp horn. Since its skin is made up of impenetrable plates, the Ram-Head's only weak spot is its fleshy underbelly. The only way to survive and defeat a Ram-Head encounter is to dodge its charges by using Jak's Punch move to the left or right when it attacks, then quickly shooting at its exposed underside when it rears back on two feet. Keep repeating this process of avoiding its charges and shooting at its belly (both the Scatter Gun and Blaster work) until it goes down for the count. It takes approximately five shots to bring one down.



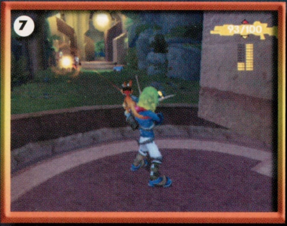
At the other end of the Warp Gate, Jak & Daxter will find themselves at the top of the Precursor Mountain. It's a beautiful area, filled with majestic vistas, scenic waterfalls, lush foliage and Precursor structures. Unfortunately, there's no time for sightseeing – the two have three Artifacts to find. Head around the corner to the right to embark on the mission **[4]**.

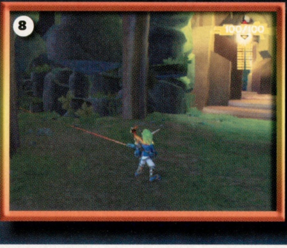
This strange, floating cone-shaped object is actually a Precursor platform. Pull out the Blaster and shoot it to turn it from upside down to right side up **[5]**. It flips over, presenting a flat surface on which to jump. You have about three seconds before it starts to warble then flip back over, so don't spend too much time standing on it. Execute a Double Jump onto it, then another to get to the Precursor Temple entrance on the other side **[6]**.





Ride the elevator platform down to the ground below, keeping the Blaster equipped. As soon as Jak & Daxter hit terra firma, they will spot a couple of Metal Head Swipers off in the distance. Shoot them from far away to avoid a close-up attack **[7]**.

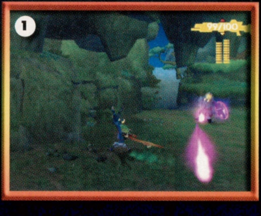


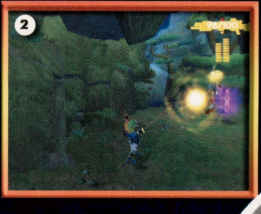


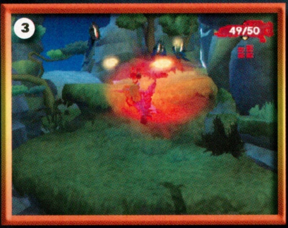
At this point, Jak & Daxter have a choice of where to go. Straight ahead is the Temple Hub. From this location, they can choose two separate paths. Directly to the left, is a path leading yet another way, presumably to one of the three Artifacts. Take this one first **[8]**.

Artifact 1: Lens

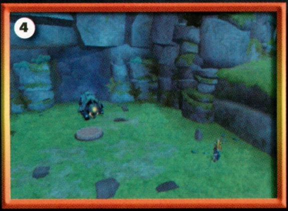
As soon as they turn the corner, Jak & Daxter will spot a Centurian. These are the same shield-wielding goons they encountered at the Drill Platform. Remember to wait for them to drop their shield and fire. As soon as they do so, immediately hit the Punch button □ while pressing left or right on the left analog stick to slide out of the way of its oncoming fire, then follow up with a shot or two of the Blaster **[1]**. Repeat, if necessary, until you take it out **[2]**.







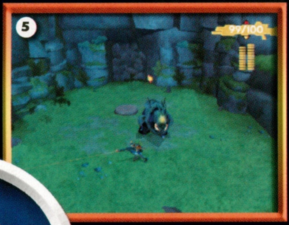
Up on the ledge above, Jak & Daxter will encounter a small pack of Metal Head Hoppers. Using either the Scatter Gun or Blaster will take them out quickly before they can even get near the two **[3]**.

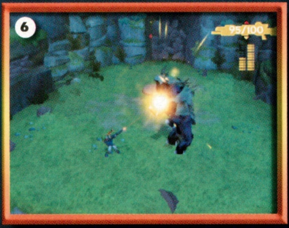


Hop up to the ledge and then across the small waterfall. When Jak & Daxter drop down to the ground below, they will be confronted by a Ram-Head. These immense, armor-plated beasts are surprisingly fast for their size and will charge at the two with their sharp horn **[4]**.

Stay in motion, using Jak's Punch to dash out of the way as they charge to avoid being hit **[5]**.

As soon as the Ram-Head slides to a stop and rears back on its hind legs, get off a shot with the Blaster or Scatter Gun right into its soft belly. Repeat this process five or six times until it drops like a sack of potatoes **[6]**.

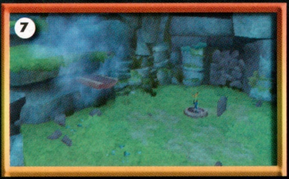




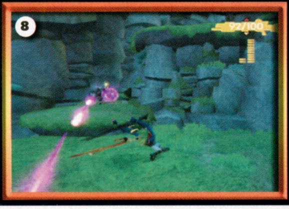
TIP

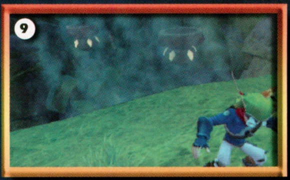
When a Ram-Head swipes at Jak & Daxter with its horn, you will know it is going to take another charge at them. When it doesn't, and starts to slide, you will know it is going to rear up on its hind legs and present an opportunity to fire at it.

As soon as the dust has cleared, execute a Dive Attack onto the Precursor Switch in the ground. Doing so activates a platform in the side of the mountain. Pretty cool **[7]**.

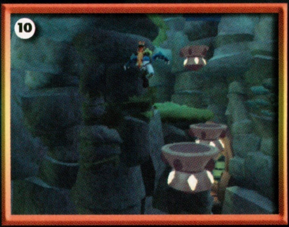


Execute a Double Jump to get up to the platform and then hop up to the mountain ledge above. There is a second Centurian not too far off in the distance up here, with a gap between it and Jak & Daxter. Stay back and use the Punch move to avoid its shots, then counter with a Blaster shot when its shield is down **[8]**.



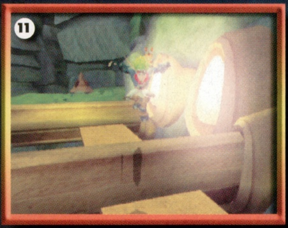


Hop across the gap and then down the small path toward the Krimzon Guard Crates. As soon as Jak & Daxter get to the other side, the ground shakes and the path crumbles apart, revealing three moving Precursor platforms **[9]**. Grab the goods from the Crates, then use the platforms to get up to the mountain ledge way up high **[10]**.

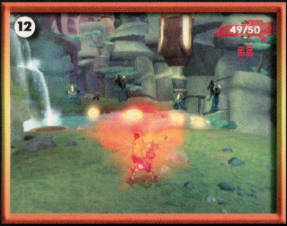


TIP

When navigating these moving platforms, anticipate when they are about to move in Jak & Daxter's direction and Double Jump a little early so that they will land on the platform as it comes their way. If you need a little more air time, don't forget that you can use the Kick Spin move at the top of a jump.



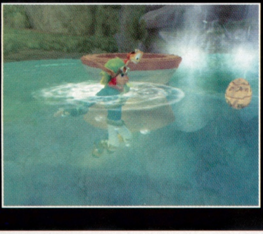
This next moving platform presents a unique challenge. You will need to jump Jak & Daxter from one section to the next, hopping over small barriers in between. When jumping over them, aim a little in the direction it is moving to anticipate where it will be when the two land **[11]**.



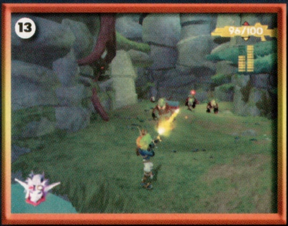
On the other side, be prepared for a Hopper ambush. The Scatter Gun will clear the field quickly, but the Blaster will also do the trick. Remember, you can pull off a Rapid Fire Combo to take out multiple enemies **[12]**.

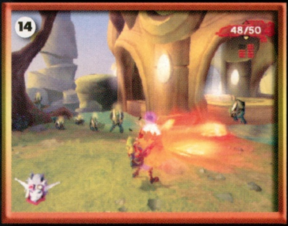
Precursor Orb

Jak & Daxter will find a Precursor Orb floating just under the surface of the water here, next to the waterfall.



On the other side of the waterfall, a pack of Swipers will come from around the corner, ready to strike. Keep the Blaster trained on them and eliminate them quickly. Also watch out for the Centurian around the corner, as he will be able to get off a surprise shot if you're not careful **[13]**.

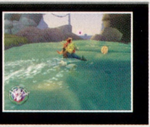




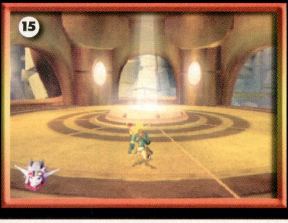
Break out the Dive Attack move a second time to hit the Precursor switch and activate two platforms from the mountainside. When Jak & Daxter reach the top, quickly switch to the Scatter Gun and wipe out the wave of attacking Hoppers **[14]**.

Precursor Orb

There is a second Precursor Orb floating in the water here off to the left. Before entering the Precursor Temple, dive in and grab it.

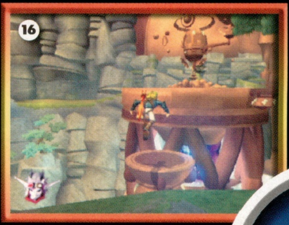


Head inside the Temple and Jak & Daxter will find the first of three Artifacts, emitting a beam of light **[15]**.

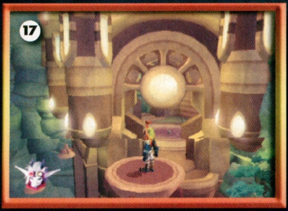


Daxter walks under the intense beam of light and catches his tail on fire. His frenzied movements activate the disc-shaped base of the Temple floor, and the Lens that was magnifying the light descends down from the ceiling.

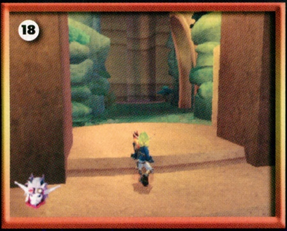
Exit the Temple through any of the three openings and head over to the Precursor platform to the right. Off in the distance, you should be able to see some sort of moving Precursor mechanism **[16]**.



Exit the Temple through any of the three openings and head over to the Precursor platform to the right. Off in the distance, you should be able to see some sort of moving Precursor mechanism **[16]**. Hopping onto the platform will deliver Jak & Daxter to the Temple Hub they spotted earlier when entering the area **[17]**.

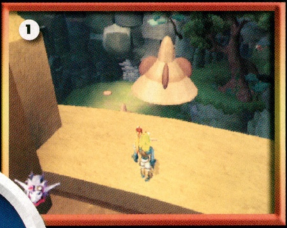


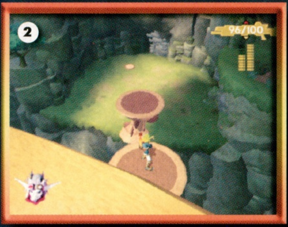
The Temple Hub has four openings. From the opening they just came in, the one directly to the right is the way back to the Mountain Warp Gate. You won't be returning there until all three Artifacts have been found **[18]**.



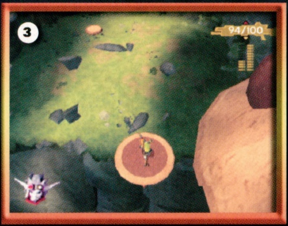
Artifact 2: Gear

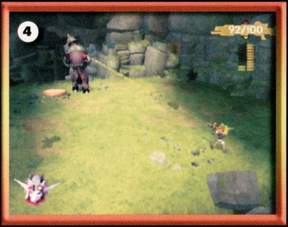
That leaves the two openings to the left. Start with the one directly to the left of the one Jak & Daxter just came in. There should be a floating Precursor platform on the other side **[1]**.





Shoot the platform to turn it right side up, then quickly hop on to it. As soon as Jak & Daxter are on it, it will lower down toward a second platform. Keep the Morph-Gun equipped and quickly shoot the next platform when it is in range, then Double Jump to it before the first reverts to its upside down state **[2]**. Repeat once more to get on the third, then quickly jump down to the ground below **[3]**.

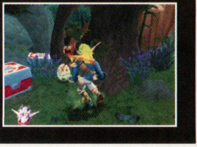




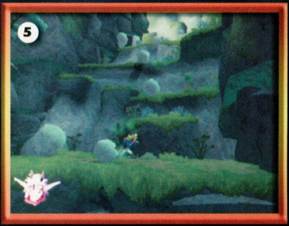
Surprise! A Ram-Head comes breaking out of the mountainside before Jak & Daxter even touch ground. Remember to keep moving and avoid its charges, then quickly turn around and shoot its underside when it rears up. Once the Ram-Head has been defeated, activate the Precursor switch in the ground and Double Jump up the platforms to the ledge above **[4]**.

Precursor Orb

There is a third Precursor Orb up here, at the base of the tree trunk next to the three Krimzon Guard Crates.

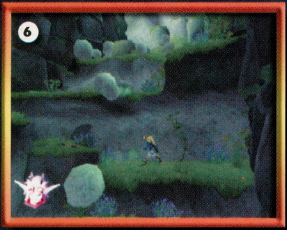


A few Swipers stand in the way of the path up ahead. Once defeated, Jak & Daxter will come to a small valley beyond. The mountain wall at the end has a series of ledges that Jak & Daxter will be able to climb up. Unfortunately, there is a continual avalanche of large boulders streaming down the mountain, making it a very hazardous proposition. Do your best to anticipate where the boulders are going to drop and slowly make your way up the ledges **[5]**.

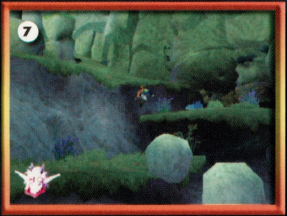


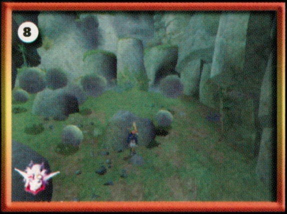
TIP

If you can't avoid an oncoming boulder, try to hug the mountain wall. Oftentimes, the boulders will harmlessly drop over Jak & Daxter's heads.

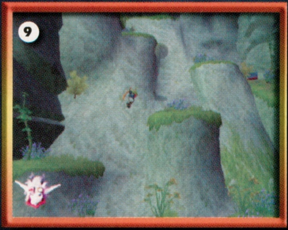


Weave your way through the cavalcade of boulders, waiting for small breaks between each wave to Double Jump from one ledge to the next **[6]**. You'll find a Health Pack tucked away in some tall grass at this ledge **[7]**.



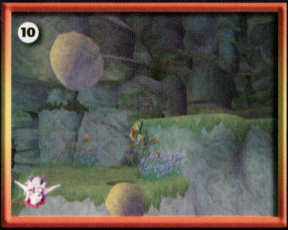


Jak can also use these rocks jutting from the ground to block the onslaught of boulders. This is a good place to catch a breather and plan your next path **[8]**.



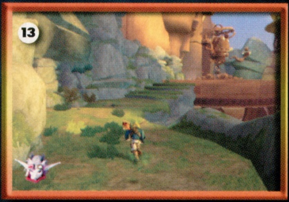
The next portion of the mountain wall consists of a series of small ledges. Wait for a break and then start with the lowest one on the left. Keep jumping from left to right until you reach the other side. There is a second Health Pack up here at the top of the ledge **[9]**.

Repeat the process and jump from ledge to ledge from right to left, getting higher up the mountain wall. When Jak & Daxter reach the other side, hug the wall and wait for a break in the avalanche. As soon as you see one, jump up the next few ledges and the two are home free! **[10]**

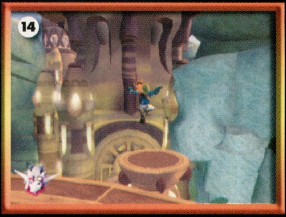


Around the corner are a series of floating Precursor platforms. The closest and farthest moving platforms are upside down while the middle one is stable and right side up. Shoot the first, Double Jump on to it, then Double Jump on to the one in the middle **[11]**. It is solid and won't fall, so you can take all the time you need with the next. Repeat and Jak & Daxter will be back on solid ground **[12]**.

Follow the grassy path around the corner and Jak & Daxter will find themselves in front of the spinning Precursor mechanism they eyed earlier **[13]**.



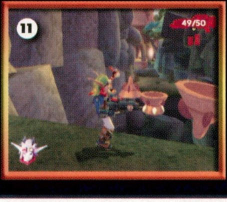
As usual, Daxter throws all caution to the wind and grabs the small Gear at the base of the mechanism. As a result, the machine stops spinning and literally falls apart at the seams. At least the two have the second of three Artifacts in their possession.

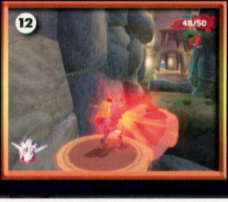


The Precursor platform at the far end of the mechanism base will return the two to the Temple Hub **[14]**.

TIP

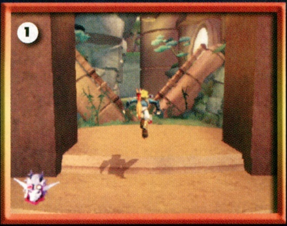
You can Double Jump over some of the small rolling boulders, but don't even try to get over the bigger ones.

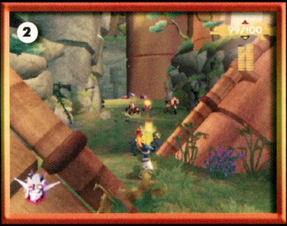




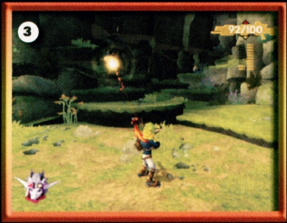
Artifact 3: Shard

The only other opening that hasn't been explored is directly opposite the one Jak & Daxter just came through (the one on the right leads back to the Warp Gate and the one to the left is the one they took to get to the Gear) **[1]**.





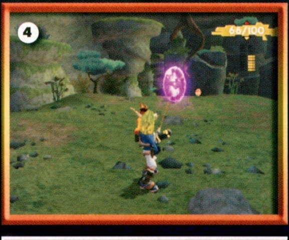
There are a few Swipers on the other side of the opening, just past the two large pipes on the sides of the path. Take care of them and continue on **[2]**. Around the corner are a series of small ledges leading up the mountainside. You'll also find a few Hoppers resting on some of the ledges. No big deal, right? Well, it wouldn't be, except that there is a whole horde of them just beyond! **[3]**



Dark Jak Opportunity

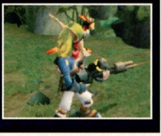
As soon as Jak & Daxter start to navigate the ledges, the swarm of Hoppers come hopping down the mountain. Transform into Dark Jak, get as close as safely possible, then give them a taste of the Dark Bomb (✕ then □). Awesome.

At the bottom is a locked and loaded Centurian. You should be an old pro by now. Wait for his attack, press the Punch button to avoid it, then counter with a Blaster shot while his shield is down **[4]**.

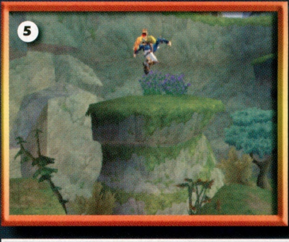


Precursor Orb

The Centurian was guarding a Precursor Orb. Make sure to grab it before moving on.

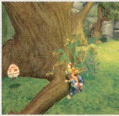


Use the small ledges to get up to the level above, then take a moment to explore the grassy area **[5]**.

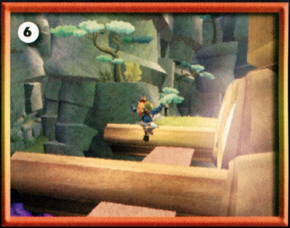


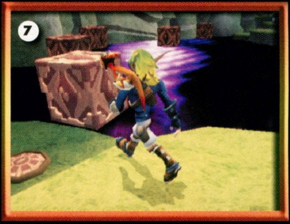
Precursor Orb

The farthest tree to the right conceals yet another Precursor Orb. Carefully move around its trunk to the opposite side (be careful not to fall down to the ground below) and grab the valuable commodity.



There is a set of moving platforms here Jak & Daxter will have to navigate to continue. Remember, when jumping over the small barriers to jump with the movement of the platform. You don't want to fall in the Dark Eco, do you? **[6]**

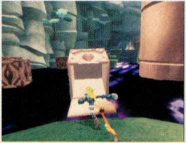




Head down the steps to the lake of Dark Eco. There is a Precursor switch in the ground and a strange series of Precursor Cubes scattered over the lake **[7]**.

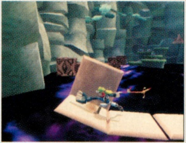
PRECURSOR PUZZLE CUBES: These Precursor Cubes were designed to allow those who can unlock their cryptic puzzle safely across the Dark Eco lake. Each Cube consists of six sides that, when hit by a Punch or Kick Spin, will unwrap. The direction they unwrap is dependant on the direction from which it is hit. Hitting one forward once, will allow you to get inside the Cube. From there, it's possible to unwrap it forward, left or right. The basic idea is to "connect the dots," forming an unraveled Cube path across the lake.

Cube #1:



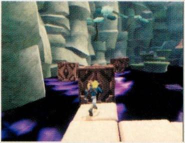
To start making a path across the lake, Punch the first Precursor Cube and it will unwrap one time forward.

TIP It's best to use Jak's Punch rather than his Kick Spin when unwrapping the Cubes, as it's possible to mistakenly hit the wrong side when Spinning.

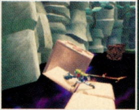


Next, Punch it to the left three times in a row (there should be a single side left, facing forward).

Punch it forward one more time and it will lead Jak & Daxter to the second Precursor Cube.

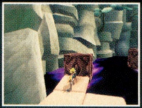


Cube #2:



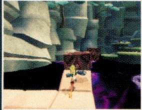
Start with the second Cube by Punching it forward once, then left once (it should now be butting up to the mountainside).

TIP If you make a mistake and mess up, retrace your steps back to the beginning and step on the Precursor switch to reset the puzzle.

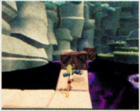


Next, again Punch it forward once and then left once. Punch it forward one more time and it will lead Jak & Daxter to the third Precursor Cube.

Cube #3:

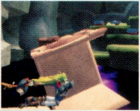


This one's easy. Start with the third Cube by Punching it forward once, then right three times.

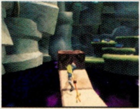


Next, just Punch it forward one last time and it will lead Jak & Daxter to the fourth Precursor Cube.

Cube #4:



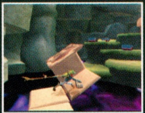
This is where it can get a little confusing. Start with the fourth Cube by Punching it forward twice, then once right (there should be two sides left, one in front of Jak and one over his head).



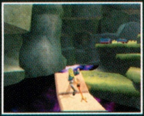
Next, Punch the Cube forward twice and it will lead Jak & Daxter to the fifth and final Precursor Cube.

Cube #5:

This last Cube will deliver Jak & Daxter to the grassy ledge at the other side of the Dark Eco lake. Start by Punching it forward twice, then right once.

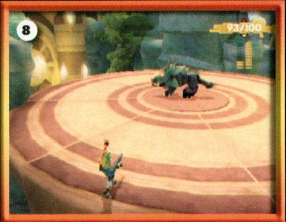


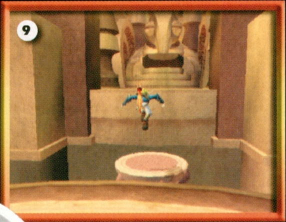
Next, just Punch it forward twice and Jak & Daxter can walk off and onto safe ground.

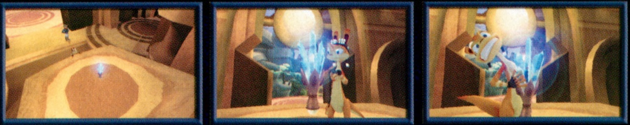


Head up the ledges and across the Precursor platform to get up to the area above. A mean-looking Ram-Head is waiting for the two up top. You know what to do **[8]**.

Bringing down the beast reveals a platform and opens a gate leading inside the Precursor Temple. Head on in to snatch the last of the three Artifacts **[9]**.

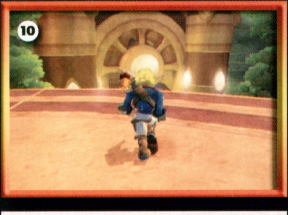






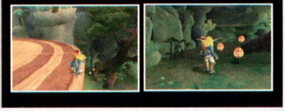
Daxter scrambles up the ancient Precursor statue to find the third Artifact — a vibrating Precursor Shard. Grabbing it will not only complete the mission, but give the little guy an extra thrill.

Pecker communicates his disbelief that they found the three Artifacts and tells them that Onin will research further. It's time to leave the Mountain Temple and return to the City. Double Jump back over to the platform where the Ram-Head was just defeated, then head to the side opposite the Temple entrance **[10]**.



Precursor Orb

If you look over the side, you will see a grassy ledge below, with three Precursor Orbs laid out around a tree. Drop down and grab them all, then drop down to the path below.



Precursor Orb

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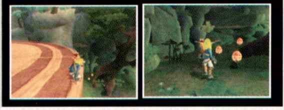
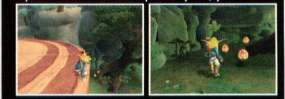


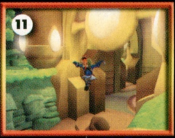
Precursor Orb

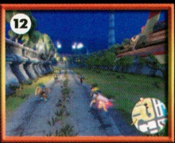
The path below leads back to the Temple Hub. Drop down but, before returning to the Hub and the Warp Gate beyond, position Jak so he is facing the small pipe attached to the large pipe leading up to the opposite ledge — he is able to run up this portion of the pipe. Up top, you will find two Precursor Orbs in the immediate area. If you continue down the path beyond, you will find a third at the base of this wall. Jak can continue on, climbing up the wall (you can walk up a portion of it, then jump over the rest), continuing to follow the path and then dropping down into the next area.



Return back the way you came and head into the Temple Hub. The opening to the left will lead the two up to the Warp Gate and off of the Mountain Temple **[11]**.

Once back out in the City, grab a Zoomer and head to your next destination. At this point, Jak should have over 200 Metal Head Skull Gems and the Oracle should be summoning him to return to his hut at the Water Slums **[12]**.



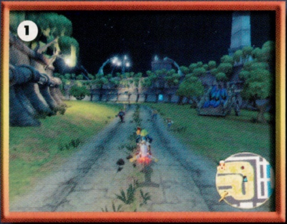


Oracle: Continued on next page.
Vin: Turn to page 80.

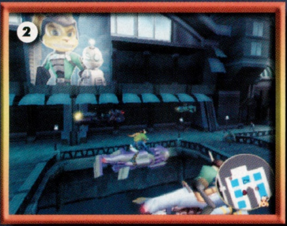
MISSION: GO TO THE ORACLE

MISSION DESCRIPTION: Now that Jak has over 200 Metal Heads, the Oracle is summoning him yet again. Returning to its hut, located at the Waterfront in the Slums, will gain Jak new insight and control of his Dark abilities.

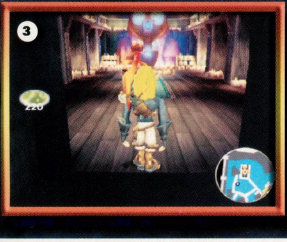
Hop on a Zoomer and follow the Oracle Icon to the Water Slums where its Hut is located. The trip will take Jak & Daxter through the scenic Farmland of Haven City and then into Main Town [1].

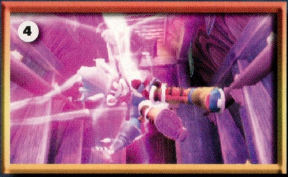


Where's a good Commando when you need one? Apparently, intergalactic heroes, Ratchet & Clank, are too busy saving the universe to give Jak a hand... [2].

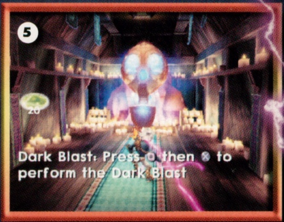


Continue on through the Slums and enter the Oracle's Hut when you arrive [3].





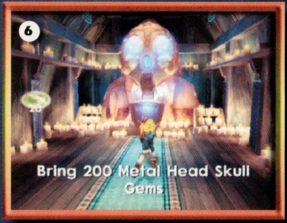
As soon as Jak walks into the hut, the Oracle shoots out a beam of Eco energy straight into Jak's body, once again lifting him off the ground with its raw power [4]. The Oracle's voice fills his head, telling him that the Metal Heads have always feared him and even now, the Metal Head Leader realizes Jak can destroy him and save the last chance for the Precursor race. As a reward, it gives him a new Power – the Dark Blast [5].



Dark Blast: Press ▢ then ⊗ to perform the Dark Blast

DARK BLAST: Jak's new ability, the Dark Blast, has the power to shoot deadly arcing bolts of Eco energy from his body as he Spins in the air, wiping out almost anything in its touches. To execute the Dark Blast, first press the Square button to Punch then follow up with the X button (the same move as Jak's Dashing Uppercut). Jak will perform the Uppercut move, except this time with devastating Dark Eco results. Like the Dark Bomb, the Dark Blast move will only work when Jak has transformed into Dark Jak.

Before leaving, if you approach the Oracle, it will tell you it needs more Metal Head Skull Gems, again another whopping 200 [6].

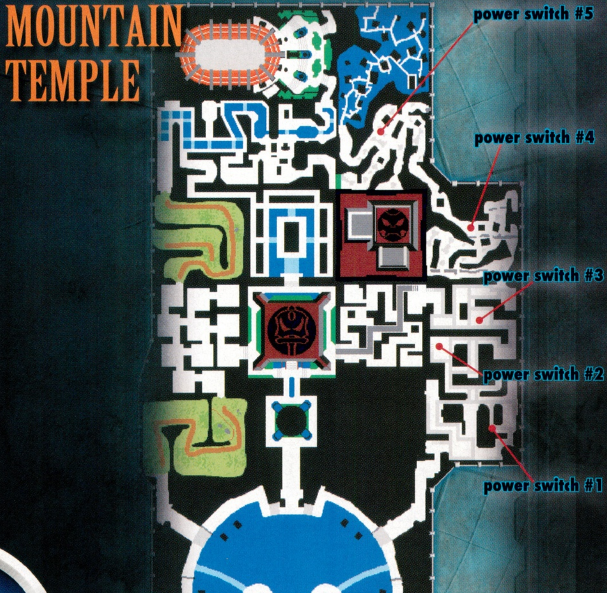


Bring 200 Metal Head Skull Gems

Head out of the Oracle's hut, grab yourself a Zoomer, and head out to the next destination.

MISSION: TURN ON 5 POWER SWITCHES

MISSION DESCRIPTION: Remembering the Access Elevator Krew's Client mentioned back at the Race Garage, Jak & Daxter approach Vin at the Power Station and ask a favor: They need him to switch on its power. The Access Elevator leads to one of the Palace's Support Towers, which will hopefully get the two one step closer to the Baron. According to Vin, the Elevator is part of the old B-Zone power grid that hasn't worked for years and can't be turned on. A little reverse psychology, and a few minutes later the power is back on. Jak compliments Vin for his technical prowess, but Vin passes it on to Mar, who built most of Haven's City's technology long ago. Unfortunately, there's a snag in the plan. To get the Elevator moving, Jak & Daxter will have to find all five of the old B-Zone Power Boxes located in the City —— which just happen to be guarded by Motion Sensing Turbo Cannons! To accomplish the mission, they will need to destroy the Cannons and activate the Switches underneath.

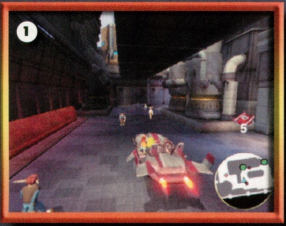


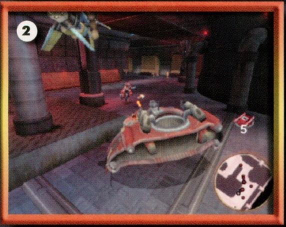
NEW ENEMY

Motion Sensing Turbo Cannons

These Turbo Cannons were built by the Baron to defend Haven City in case of an attack, and will pop up out of the ground when the Krimzon Guard goes on High Alert. Similar to the ones found in the Sewers, they shoot high intensity turbo lasers at any perceived enemies and are heat and motion sensitive. Thankfully, they are not heavily armored, and can be taken out in a variety of ways, including Blaster and Scatter Gun fire, a direct hit from a Zoomer, and close-range combat.

As soon as Jak & Daxter exit the Power Station, a Turbo Cannon indicator will appear in the bottom right corner of the screen. The two have to find and destroy a total of five, AND activate the Power Switches underneath them **[1]**.



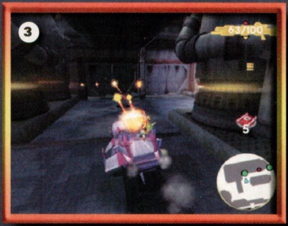


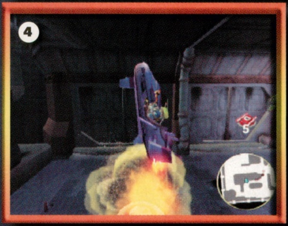
The Turbo Cannons are marked on the City Map, represented by flashing green dots. Find one of the larger and sturdier Zoomers, then head for the closest Turbo Cannon, which should be just around the corner from the Power Station **[2]**.

TIP

It's possible to commandeer one of the large Krimzon Guard Hell Kat Cruisers. These huge vehicles are incredibly slow and clunky, but they are heavily armored and come equipped with their own machine guns, which can be fired by pressing the R1 button.

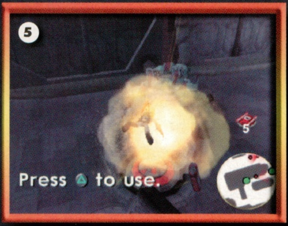
Whether you grabbed a large Zoomer or a Hell Kat Cruiser, make way to the first Turbo Cannon. As soon as they get within its motion sensing vicinity, it will pop out of the ground and start firing Jak & Daxter's way. Return fire early, using the Blaster or your vehicle's guns, and attempt to destroy it before you reach it **[3]**.

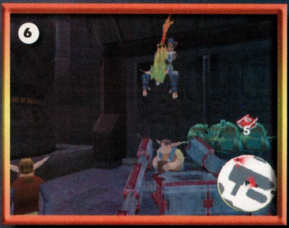




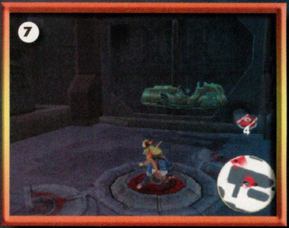
If it is still standing when you reach it, you can destroy it in a variety of clever ways. The most simple is to simply ram it with the Zoomer. A solid hit while traveling at a fast rate should take it out effortlessly **[4]**.

You can also raise the Zoomer into the High Hover Zone as you approach the Turbo Cannon, then jump out of it as the vehicle is just about over the Cannon, letting the Zoomer fall to the ground and take it out **[5]**

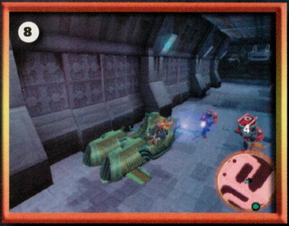




Another great way to destroy them is by jumping out of the vehicle as you are approaching, then quickly hit the Square button to execute a Dive attack **[6]**.

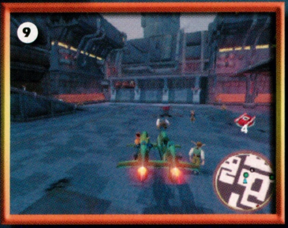


However you destroy the Turbo Cannons, make sure to get off the Zoomer and physically activate the Power Switch by walking over it **[7]**.



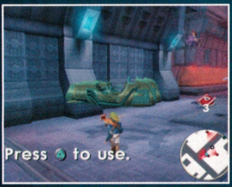
If you didn't grab one of the Krimzon Guard cruisers, or put them on High Alert Status, then the first Turbo Cannon should be easily destroyed without any outside interference. Jak & Daxter won't be so lucky on the next four **[8]**.

Follow the green flashing dot to the second Turbo Cannon. This one is located in a corner smack dab in the middle of South Town **[9]**.

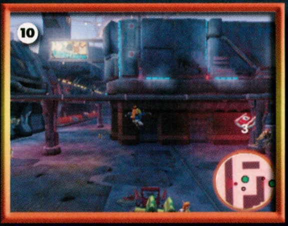


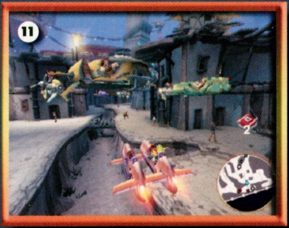
TIP

It's a good idea to switch Zoomers when the opportunity is there to do it quickly and safely. If your vehicle has already taken some damage and you see one parked on the street, quickly swap them out.

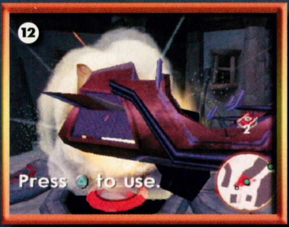


Continue on to the third Turbo Cannon, which is located near the entrance to the Slums. This one is in a wide-open area and shouldn't give you too much trouble. Remember to use the Zoomer as a weapon, as Jak & Daxter are fairly protected inside versus trying to take one on, on foot **[10]**.

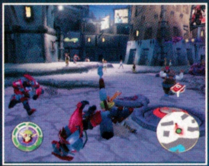




The fourth and fifth Turbo Cannons are located in the Slums. The first of the two can be found close by, near the entrance to South Town **[11]**. Repeat the process of ramming it with the Zoomer and then activating the Power Switch **[12]**.

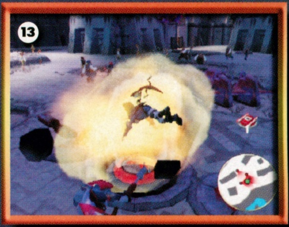


TIP

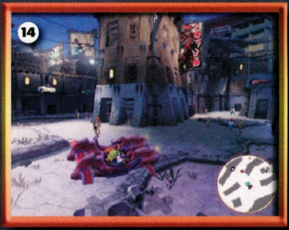


If you do find Jak & Daxter caught in the middle of a firefight with a few Krimzon Guards, quickly incapacitate them with a Kick Spin or Punch, then get back in the vehicle.

The final Turbo Cannon is close to the Water Slums. Keep the Zoomer in the Low Hover Zone and don't stop for anything or anyone. Quickly destroy it when you get to it and activate the Power Switch underneath **[13]**.



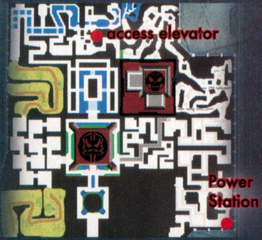
Vin lets Jak & Daxter know that the B-Zone power grid is back online – another mission accomplished! It's very likely the Krimzon Guards are still chasing down the two. Grab a Zoomer and hightail it out of there toward your next destination **[14]**.



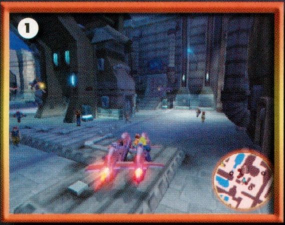
MISSION: RIDE ELEVATOR UP TO PALACE

MISSION DESCRIPTION: No matter what events have transpired since Daxter freed Jak from the Baron's Prison Fortress, Jak is still hell bent on seeking revenge for the last two years of Dark Eco torture and experimentation at Baron Praxis' hands. Since getting close to the Baron is his ultimate goal, he now has the opportunity, thanks in part to Krew's mysterious racing client and the hyperactive Foreman, Vin.

CITY MAP



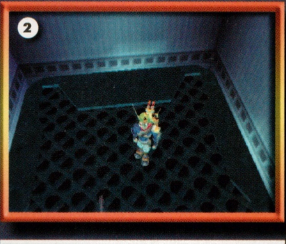
Now that the power to the Access Elevator is functioning, follow the Elevator Icon on the City Map to gain access to the Palace's Support Tower. The Access Elevator is located in Main Town, and since Ashelin gave Jak the Yellow Security pass, the two should have no problem getting there **[1]**.



PALACE ROOFTOP

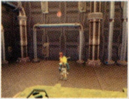
LEGEND
PRECURSOR ORBS: 0
METAL HEAD SKULL GEMS:
HEALTH PACKS: 3

When they arrive, enter the building and ride the Elevator all the way up to the top of the Tower **[2]**.



Precursor Orb

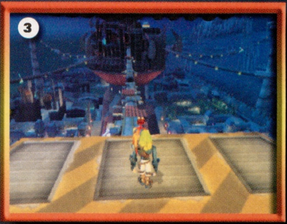
The first Precursor Orb is this area in located inside the Elevator room at the top of the Tower. Before heading outside, turn around and execute a Super High Jump to grab it.

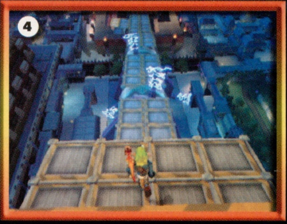


TIP

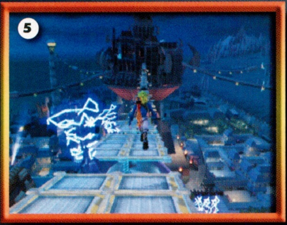
If you want to get extra tricky and impress your friends, you can pull off a Super Dive Jump, which is just as effective as a Super High Jump. To do it, press the X button to jump, then press the Square button while in the air to Dive. As soon as you press the Square button, immediately press the X button again. Jak will hit the ground and spring back up high in the air.

Outside, Jak & Daxter will find themselves high in the sky, way above the City. From this amazing vantage point, they can see just about all of Haven City below **[3]**.



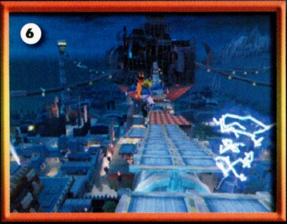


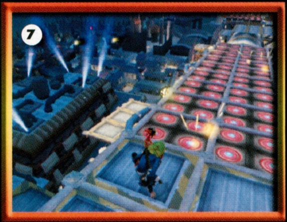
Unfortunately, revenge doesn't allow for sightseeing. Dead ahead is the Baron's Palace – Jak's ultimate destination. Drop down to the Support Cable and get ready to run a deadly gauntlet in order to get to the other side **[4]**.

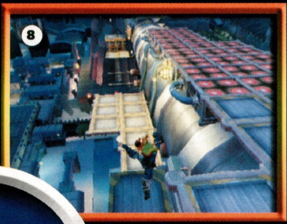


The first obstacle is these spinning electrical rods. The first set moves in a counter clockwise motion. Position Jak to the right, wait for one to pass by and then immediately Double Jump across the gap and on to the next platform **[5]**.

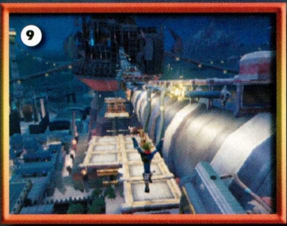
The second set beyond moves the opposite way, in a clockwise motion. Repeat the process, only this time, position Jak to the left **[6]**.

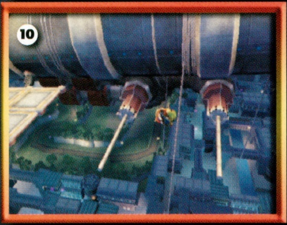




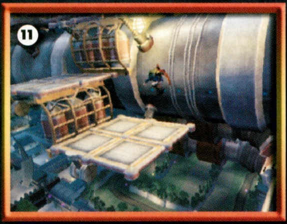


The next hazard is a long platform of heat coils. By the sparks being thrown off of them, they are incredibly hot to the touch. One step on them will cause Jak bodily harm **[7]**. To get around them, drop down to the small light-colored platform to the left, then immediately jump off it and down to the next platform **[8]**. The small platform will collapse with Jak & Daxter's combined weight, sending them to their death below if they linger for more than a second **[9]**.





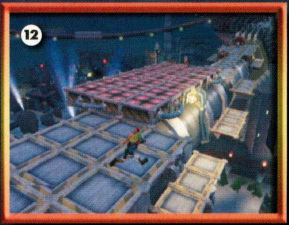
Continue down the platforms until the two come to a series of poles sticking out of the cable. Jump Jak toward the first one and he will grab and swing around it as before. When you're ready, jump him from one to the next as he starts his swing upwards **[10]**. Make sure to execute a Double Jump off of the second pole and onto the waiting platform, just to make sure he gets that extra push **[11]**.

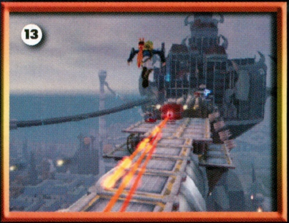


TIP

Don't forget that you can manipulate the camera for the best possible view with the right analog stick. Doing so can really help when you have to make tricky jumps and are not sure of the distance.

Jump Jak back up to the main portion of the cable and then drop down on the right side of the next set of heat coils. To be on the safe side, Double Jump Jak from one platform to the next, then back up to the cable **[12]**.

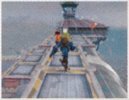




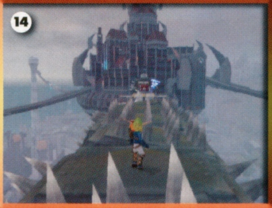
As soon as the two hit the platform, they will be targeted and shot at by a Sentry Cannon. Like the Sewers, these buggers will let off a shot and then reload. As soon as you hear the audio cue, execute a Double Jump and Jak will leap over its oncoming fire. Repeat this process two or three times until Jak & Daxter are close enough to the Cannon and bash it into bits. There is a Health Pack inside a Krimzon Guard Crate here **[13]**.

Precursor Orb

Before moving on, turn around and backtrack up the cable. Next to the platform of heat coils, Jak & Daxter will find a second Precursor Orb.



This next portion of the Support Cable has a series of five rotating spiked sections. Each of these sections has two smooth sides and two spiked sides, which are revealed during its rotation. The sections actually rotate in succession, from first to last. Wait for the smooth side of the first to appear, then start to make your way across. Jak should be able to walk from one smooth section to the next without getting caught by the spikes. You will know when the sections are about to rotate, as each will shake a bit before it does **[14]**.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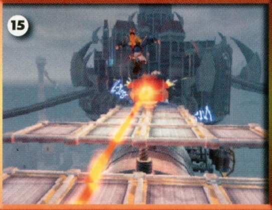
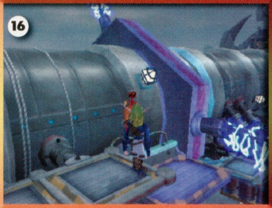
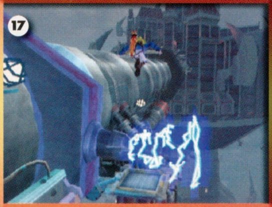

15

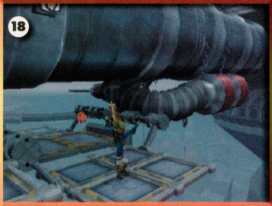
As soon as the two hit the platform beyond, they will be in the sights of a second Sentry Cannon. Time your Double Jumps well and get close enough to destroy it. There are two Health Packs inside the Krimzon Guard Crates here. It looks like it's starting to rain **[15]**.


16

Drop down to the platform to the right side of the Cable. There is another spinning electrical rod, except this time there is an added factor of a collapsible platform to jump off first **[16]**. Wait for the rod to start to pass, then quickly jump on to the collapsible platform and then Double Jump from it through the spinning rod and onto the solid platform beyond. Don't hesitate between jumps, as either the platform or electrical rod will get Jak & Daxter if you do **[17]**.

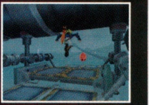

17

Almost there! Drop down a few platforms and then stop for a second before crossing underneath the Cable. Either of the two platforms touching underneath will collapse as soon as Jak & Daxter walk onto them. When you're ready, quickly hop onto one then hop off to the solid platform on the other side **[18]**.

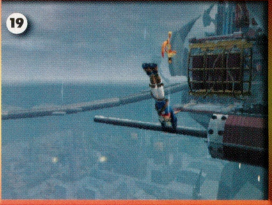

18

Precursor Orb

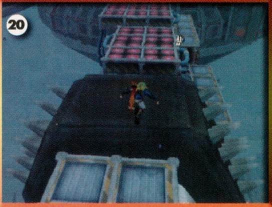
There is a third Precursor Orb hovering over the right collapsible platform. Aim for it when hopping across.



Jump to the pole on the other side and swing off of it to the platform beyond. A few more jumps and Jak & Daxter find themselves back up on top of the Support Cable. It's really starting to come down now **[19]**.


19

Up top, the two will find a lone rotating spiked section. This one rotates once every second, but that should be plenty of time to walk onto it and then Double Jump off of it and to the platform below and to the right. Make sure to watch out and not jump onto the heat coils **[20]**.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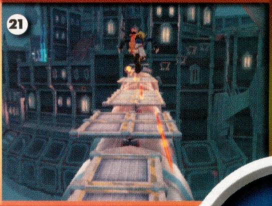
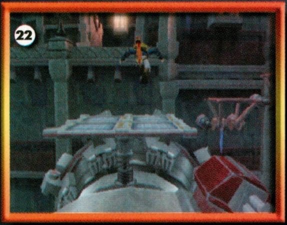
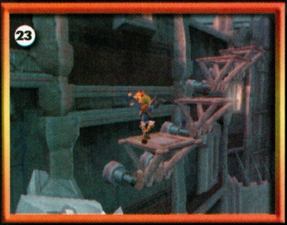
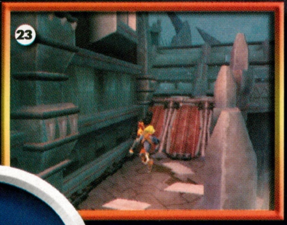

21

Double Jump back up to the Cable at the end of the platform and get ready to leap over a constant barrage of fire from a rotating gun turret at the other end. Patience and timing are the keys to survival here, as you will have to move Jak in baby steps to reach the other end. Anticipate the fire as it starts to come over the cable and Double Jump over it **[21]**. Each time you do, move Jak a little further up the Cable. When you get to the end, don't try to take it out; its armor is too durable for any attacks. Instead, leap over it to the platform beyond **[22]**.



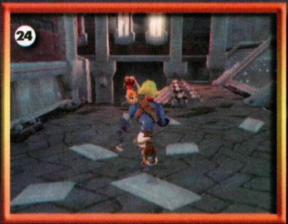


The wall straight ahead is too high for Jak & Daxter to reach, but they can jump up the platforms on the right hand side. These lead up to the Palace roof, getting Jak one step closer to the Baron **[23]**. Take the ramp up to the next level and the two will come across a skylight looking down into the Palace's throne room **[24]**.



Jak & Daxter stumble across the Baron in conversation with a distorted holographic image of the Metal Head Leader. The Baron tells the Leader that he will have more Eco by week's end and will transport it directly to its Nest as promised. The Leader, who is also the same figure Jak & Daxter encountered on that fateful day this whole mess began, is skeptical and voices its impatience with the Baron's puny gestures. If the Baron doesn't deliver on the promised Eco soon, the deal will be off and Haven City will be punished. The image disperses and the Baron commands Errol to move forward with his "plan" – he wants Ashelin to up her patrols and Mar's Tomb found. It's also revealed that Ashelin is the Baron's daughter. Before things take a turn for the worse for Jak & Daxter, they hear the Baron order Errol to find the "child."

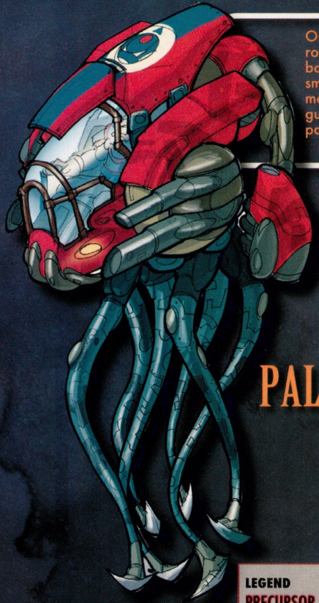
Now that the two are discovered, it's time to get the heck out of there! Follow the sloped roof down to the left and drop down to the lower level **[24]**.



MISSION: DEFEAT BARON AT PALACE

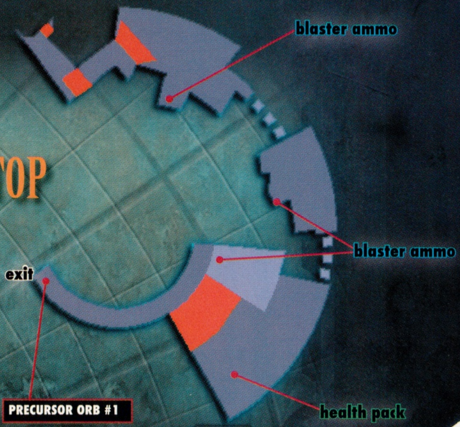
MISSION DESCRIPTION: As Jak & Daxter move across the Palace rooftop, they are suddenly confronted by the Baron in one of his deadly military machines —— the Octa-Mech! After slinging some insults, he goes in for the kill.

Boss Battle: OCTA-MECH



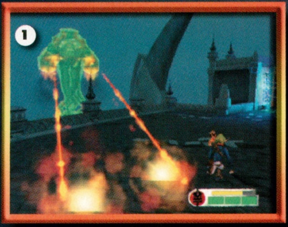
On discovering the "Rat and his Boy" on the Palace roof, Baron Praxis has jumped in his Octa-Mech battle machine and is preparing to blast the two to smithereens. This jet-propelled, flying mechanized monstrosity comes equipped with dual machine guns, missile launching capabilities and a high-capacity force shield.

PALACE ROOFTOP

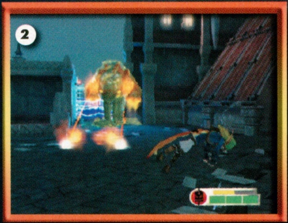


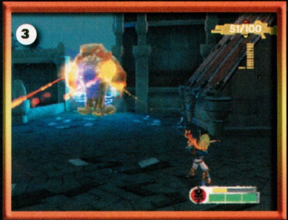
LEGEND
PRECURSOR ORBS: 1
METAL HEAD SKULL GEMS: 0
HEALTH PACKS: 1

The Baron wastes no time on implementing the Octa-Mech's first wave of attack. He sends out a steady stream of fire from its dual machine guns. Whenever you hear the clicking noise of it loading up, prepare to dodge its attack **[1]**.

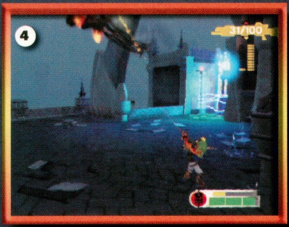


The Rolling Turbo Long Jump and/or Jak's Punch slide are the best way to take evasive action and avoid the machine gun barrage. Use the right analog stick to keep the camera centered on the Octa-Mech so you always have it in sight. As soon as the Baron fires the machine guns, Turbo Jump or Punch to the left or right of the fire and out of the way **[2]**.

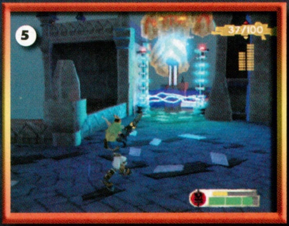


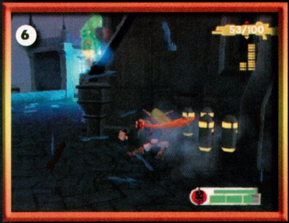


As soon as Jak recovers from his evasive action, immediately aim the Blaster at the Octa-Mech and return fire **[3]**. Don't stop until the Mech gets ready to fire on Jak again, even if it's moving to its next vantage point. With the Blaster's long-range capabilities, Jak will be able to target it no problem **[4]**.

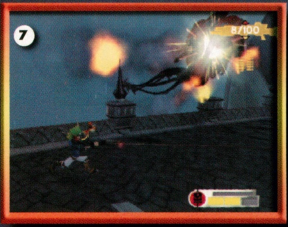


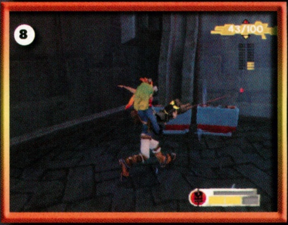
Each direct hit from the Blaster does damage to the Octa-Mech as well as weakens its force shield. In addition, every time the Baron fires the machine guns, he is also weakening the Octa-Mech's shields. The bar in the bottom right corner of the screen display's the Octa-Mech's Damage Meter. The small bar on top is the shield level and the larger, three-sectioned bar on the bottom is its health. Eventually, the Octa-Mech will fly and hover into the electric force field in the right hand corner of the roof and recharge its shields **[5]**.





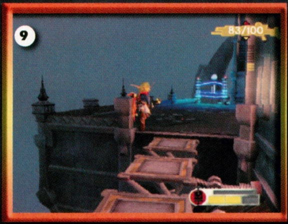
When this happens, you have a very small window of opportunity to grab some more Ammo from the Krimzon Guard Crates in the alcove to the right. Smash 'em open quickly and replenish your stores before the Baron returns **[6]**.



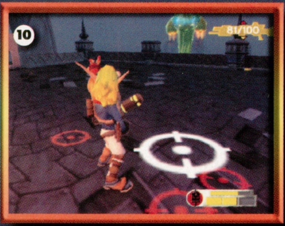


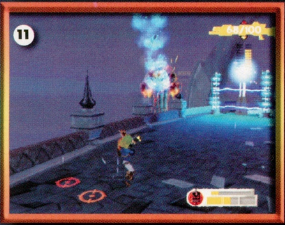
Keep at it, whittling the shield down and damaging the Octa-Mech until it spins out of control, breaking the electric force field and flying off to another section of the roof **[7]**. Before following it, grab some more Blaster Ammo from the Krimzon Guard Crates that have reappeared **[8]**.

Hop across the small platforms to get to the next rooftop area. The Baron, having recovered in his Octa-Mech, will be waiting to begin his second wave of attacks **[9]**.

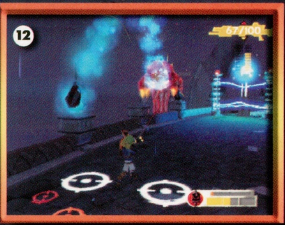


The Octa-Mech will now begin launching its missiles at Jak & Daxter. Targets will appear on the ground where they are going to land. If the two are caught in their blast, they will take some serious damage **[10]**.

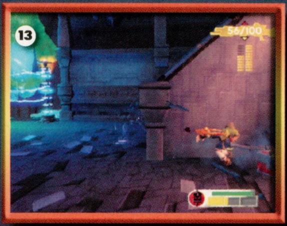




As before, use the right analog stick to keep the Octa-Mech in your sights and aim the Blaster at it. Stay back as far as possible, while still being able to target the machine, and start blasting away **[11]**.

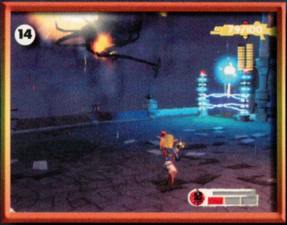


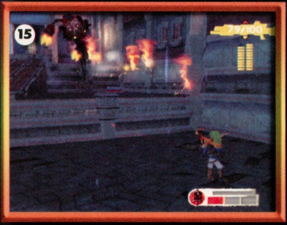
As the missiles are launched, move Jak forward away from the targets to keep from getting hit and toward the Octa-Mech, continually shooting as you do so **[12]**.



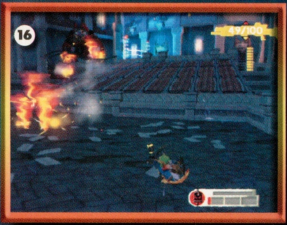
As before, the Baron will fly over to the electric force field to recharge the Octa-Mech's shields. Quickly head to the alcove on the right to replenish the Blaster's Ammo when he does so **[13]**

Repeat this process a few times until you've whittled off another chunk of his damage meter. Once again, the Octa-Mech spins out of control and goes crashing through the force field and to the next section of the Palace roof **[14]**.



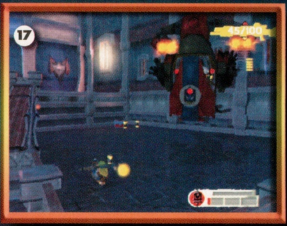


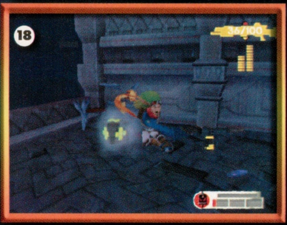
Hop across the small platforms to get to the next rooftop area. The Baron, having recovered in his Octa-Mech, will be waiting to begin his third and final wave of attacks **[15]**.



As soon as Jak gets to the next section of the Palace rooftop, the Baron resumes his attacks. This time he shoots out whirling plasma bolts that spread out in a wide circular fashion and home in on Jak. Take evasive action to avoid their radius (the Rolling Turbo Long Jump works well), then return fire **[16]**.

He will also randomly charge the Octa-Mech at Jak – another good reason to keep it in your sights. Again, use the Rolling Turbo Long Jump to avoid getting run down and then quickly return fire. You will know when he's going to charge, as a panel slides down to cover the cockpit just before the Octa-Mech comes barrelling at you **[17]**.



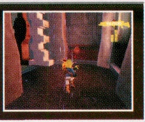


There is also more Blaster Ammo in the Krimzon Guard Crates on the higher, small section of the rooftop, and a Health Pack in the Krimzon Guard Crate in the corner at the back end **[18]**.

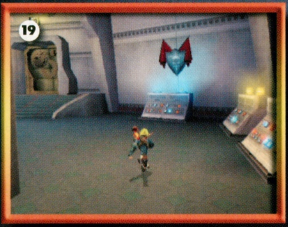
Continue to shoot at the Octa-Mech while avoiding its attacks. It will eventually explode and break apart. Unfortunately, the Baron survives and jettisons away in an escape pod. You can bet he will be back sometime soon...

Precursor Orb

Head up the ramped roof and then follow the corridor to the exit door. You'll find a Precursor Orb right at the exit.

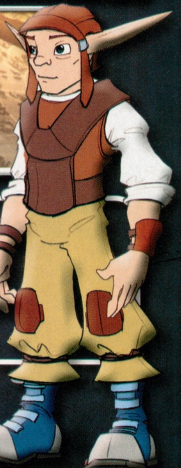


Hop onto the elevator at the end and ride it back down. At the bottom, the two will exit the Baron's Palace back out to the City streets. Things are about to get a lot more serious. Follow the Dagger Icon on the City Map to head to Torn's Hideout **[19]**.

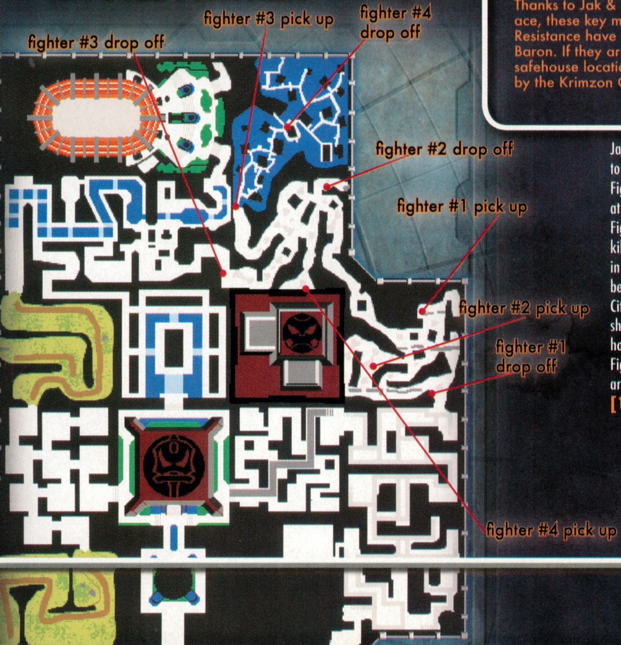


MISSION: SHUTTLE UNDERGROUND FIGHTERS

MISSION DESCRIPTION: Back at Torn's Hideout, Jak & Daxter regroup with Torn, Kor and the Kid. No thanks to Jak & Daxter's reckless actions at the Palace, the City has been put on High Alert and the two have become Haven City's Most Wanted. They go on to explain what happened and what they saw, including the top-secret meeting between the Baron and the Metal Head Leader, and the Baron's intention to double cross him. Kor finds that interesting, telling them that there's word from the Wasteland that Metal Head armies are on the move, and an all out attack is imminent. Jak demands to know why he wasn't told that Ashelin is the Baron's daughter and, furthermore, what's Torn's connection with her. Torn tells them that's none of their business and, since they've made a mess out of things, they are the ones that are going to have to move four of the Underground's Fighters to new safehouses. If there are any casualties, the mission will be failed.

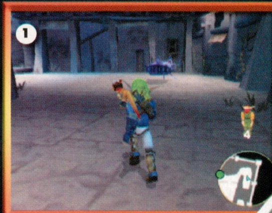


SHUTTLE FIGHTERS

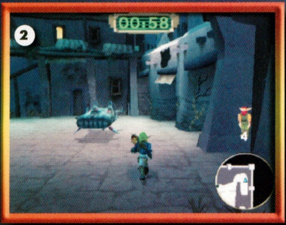


UNDERGROUND FIGHTERS
Thanks to Jak & Daxter's actions at the Palace, these key members of the Underground Resistance have become targets of the Baron. If they are not moved to new, secret, safehouse locations, they will be picked up by the Krimzon Guard.

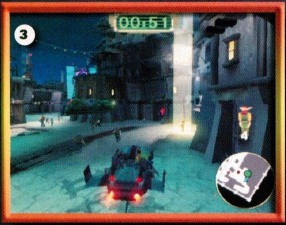
Jak & Daxter have been ordered to pick up four Underground Fighters and drop them off at specified locations. Any Fighters becoming injured and killed in the process will result in mission failure. An Underground Fighter indicator will be displayed on the right side of the screen, just above the City Map, showing how many Fighters are left **[1]**.



As soon as Jak & Daxter head outside, a timer at the top of the screen starts to count down. They have one minute to get to the first Underground Fighter, indicated by the flashing green dot on the City Map, before the Krimzon Guard discovers him. Hop on the parked Zoomer in front of the Hideout and follow the green dot to his location **[2]**.



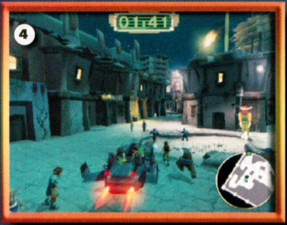
The first Fighter is literally right around the corner, highlighted by a beam of light. Make sure you are in the Low Hover Zone, pull up next to him (being careful not to run him over or knock him down) and stop. He will run up to the Zoomer and hop in **[3]**.

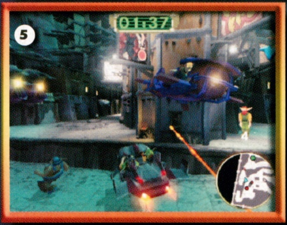


TIP

The Fighters will only get into the larger, two-seater Zoomers. Don't even try to grab a smaller one, as it will be a waste of time. You can help speed up the process of getting the Fighter into the Zoomer by turning it around so the empty seat is facing him. This way, he won't have to unnecessarily run around to the other side.

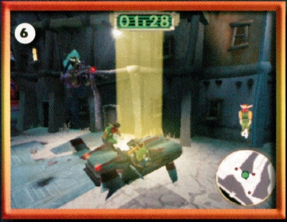
As soon as the Fighter is in the Zoomer, you will get an extra minute added to the time already on the timer. The Fighter's destination will now be indicated on the City Map by a flashing green dot. It's pretty close, near the entrance to South Town. Hit the gas and get going! **[4]**.





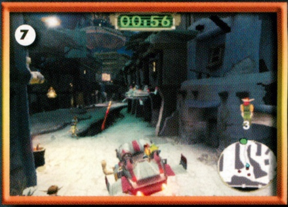
The Krimzon Guard recognize Jak and immediately go on High Alert. If you're not already, drop down in the Low Hover Zone and hightail it to the safe house location, highlighted by a beam of light **[5]**.

Make a full stop when you get to it and the Underground Fighter will hop out of the Zoomer. The timer resets to a minute and the second of four Fighters (displayed by a green flashing dot) will appear on the City Map **[6]**.



TIP

If you time it right, you can shave off a second or two by hitting the gas just as the Fighter jumps in and out of the Zoomer.

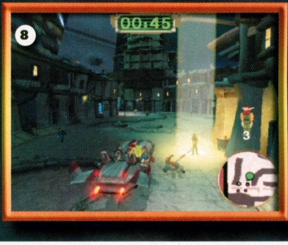


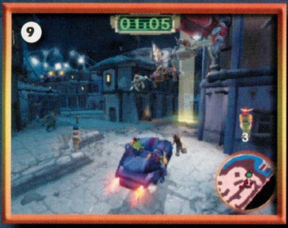
Underground Fighter number two is back in the Slums. Turn the Zoomer around and follow the green flashing dot on the City Map to his location. Jak & Daxter will definitely be taking some heavy fire **[7]**.

TIP

Keep an eye on your Zoomer's damage status. If it is already starting to smoke, you should be on the lookout for a replacement.

Grab the second Fighter and get moving. You don't want to stay stationary too long as the more time you aren't moving, the more fire Jak & Daxter will be taking from the Krimzon Guards. As soon as he jumps into the vehicle, another minute is added to the time still on the timer **[8]**.

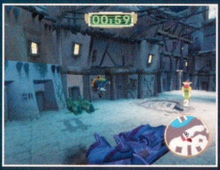




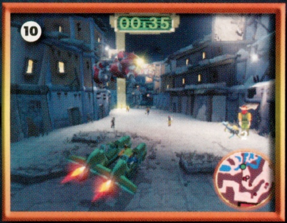
The Fighter's destination is quite far away, deep in the Slums near the Water Slum area. Follow the flashing green dot on the City Map and do your best to avoid Krimzon Guard fire, as well as running into structure walls and obstacles. The timer resets to a minute when you drop off the second Fighter **[9]**.

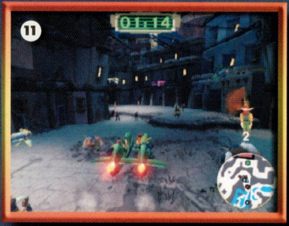
TIP

This would be the perfect opportunity to swap your Zoomer for a fresh one, as there is a parked vehicle right next to the location of the second drop off (make sure it is a two-seater before taking it). Look for a white dot on the City Map representing its location.



Fighter number three is located in a back alley near the entrance to Dead Town, which is not too far away. Turn around and follow the green flashing dot on the City Map **[10]**.

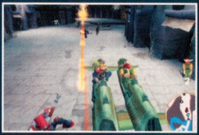




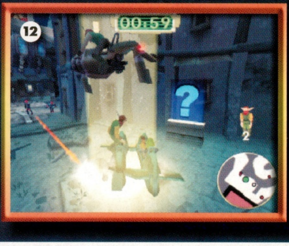
Pick up the third fighter and take off for his destination, which is located at the entrance to Main Town. An extra minute is added to the leftover time on the timer **[11]**.

TIP

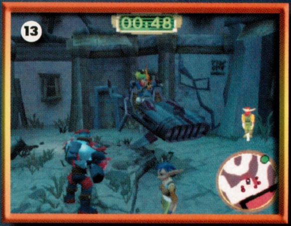
Don't be afraid to use the Zoomer to knock over Krimzon Guards — especially when you are stopping to make a pick up. Since the Zoomers are fairly large, you can swing them around and catch the Guards with the front and back ends, knocking them over and giving yourself a few extra seconds to get the Fighter in the vehicle.



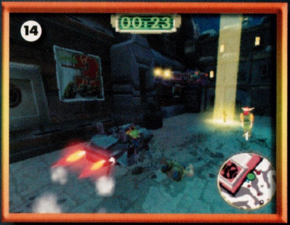
Drop off Fighter number three, then make a beeline for the fourth and final Fighter, who is located not too far away around a corner next to the Fortress wall. As soon as he hops off, the timer is reset to one minute **[12]**.

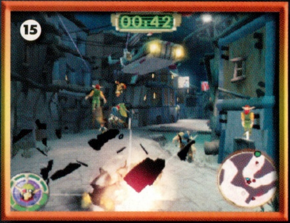


Now would be the perfect time to swap the Zoomer for another, as it's probably on its last legs. Watch the City Map for a parked vehicle close by or, if you feel confident and have the time, commandeer one that's flying by **[13]**.



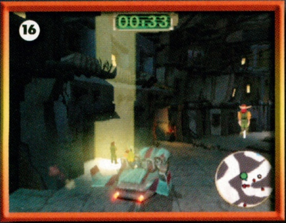
Pick up Fighter number four, then start out for the final drop off location, which is smack-dab in the middle of the Water Slums. It's a bit of a drive, and time is short, but you should be able to make it. An extra minute is added to the leftover time on the timer **[14]**.





If you do end up taking too much damage and the Zoomer explodes, the Fighter will remain in the immediate vicinity, giving you a chance to find a replacement and pick him up before it's too late. He can only take so much damage, though. If he gets hit by enemy

fire, or in a second Zoomer when it explodes, it will be mission over **[15]**. If and when this happens, quickly grab another from overhead or nearby and keep on going **[16]**.



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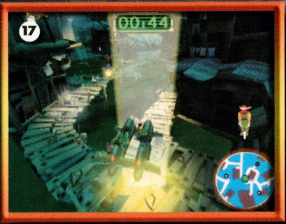
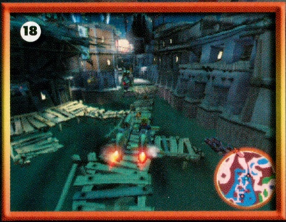


17

Don't stop for anything and keep heading for the final destination. Remember to raise the Zoomer up to the High Hover Zone when you get to the Water Slums so it won't get stuck between the docks and water **[17]**.

When the final Fighter is dropped off, Torn will tell Jak to return to the Hideout. The Krimzon Guards will still be on High Alert Status, so be careful as you make your way back **[18]**.



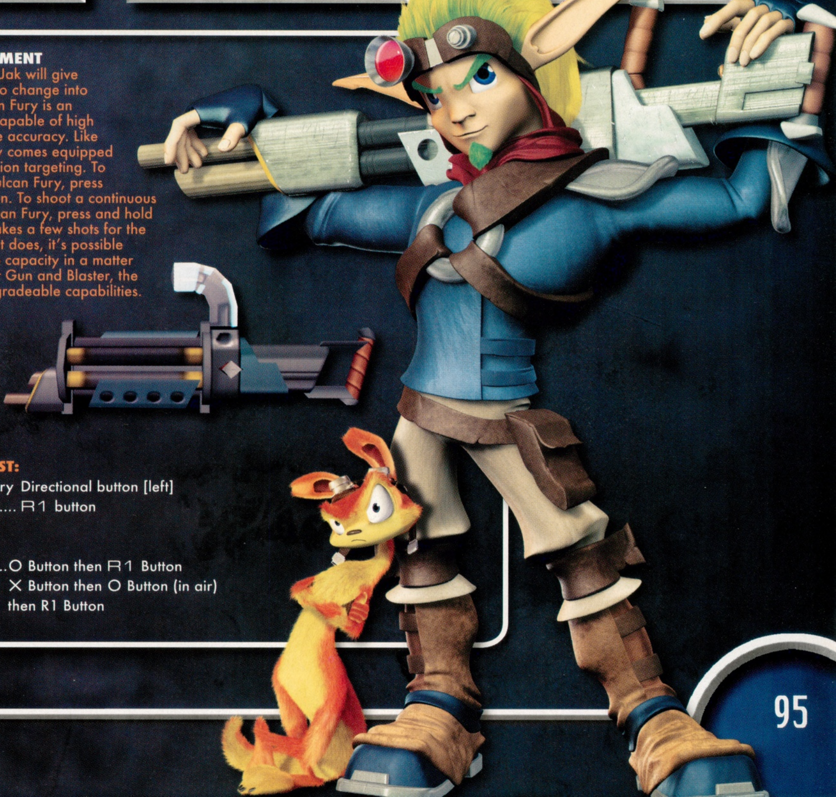
18

MISSION: PROTECT SITE IN DEAD TOWN

MISSION DESCRIPTION: Torn briefs the two on the latest news from the battleground. His Underground Scouts are reporting movement in Dead Town —— there are Metal Head creatures moving toward the Sacred Site, where there had been a battle before. He tells them how the Baron had left many of his Krimzon Guards to die at the hands of the Metal Head creatures during this earlier battle. Only the Shadow stayed behind and somehow stopped the attack. Torn now wants Jak & Daxter to go back out to Dead Town and alone stop the Metal Heads from getting to the Sacred Site. If they succeed, the Shadow will be most grateful and even might ask to see the two. He also gives Jak a Vulcan Fury Attachment for his Morph-Gun.

VULCAN FURY ATTACHMENT

The Attachment Torn gave Jak will give his Morph-Gun the ability to change into the Vulcan Fury. The Vulcan Fury is an automatic weapon that is capable of high rates of fire and long-range accuracy. Like the Blaster, the Vulcan Fury comes equipped with a laser sight for precision targeting. To equip and put away the Vulcan Fury, press left on the directional button. To shoot a continuous stream of fire from the Vulcan Fury, press and hold down the R1 button. It takes a few shots for the gun to warm up but, once it does, it's possible to empty out its 100 Ammo capacity in a matter of seconds. Like the Scatter Gun and Blaster, the Vulcan Fury does have upgradeable capabilities.



VULCAN FURY MOVE LIST:

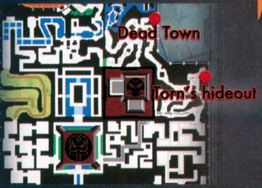
Equip/Put Away Vulcan Fury	Directional button [left]
Fire Weapon	R1 button

Advanced Moves:

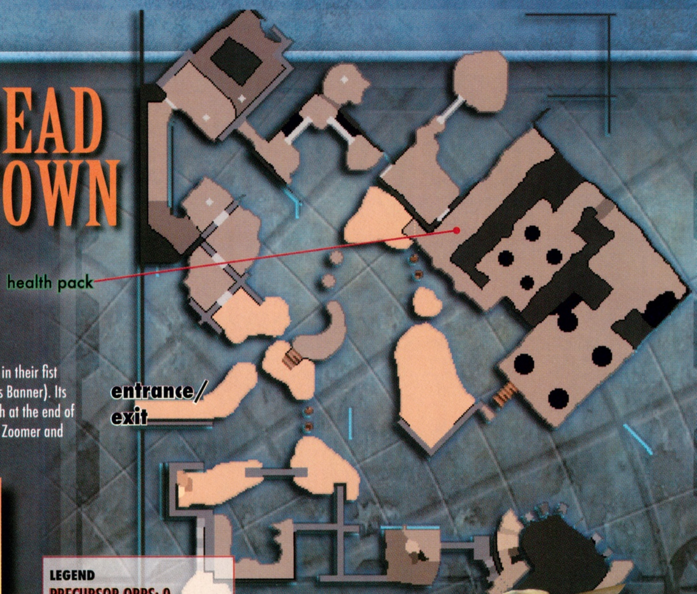
Rapid Fire Combo............	O Button then R1 Button
Spin Kick Shower	X Button then O Button (in air) then R1 Button

DEAD TOWN

CITY MAP



Dead Town the ruined village area Jak & Daxter visited in their fist mission for Torn (where they had to retrieve the Baron's Banner). Its location is not too far from Torn's Hideout, located North at the end of a dead end alley butting up along the City wall. Grab a Zoomer and follow the Dead Town Icon on the City Map **[1]**.



LEGEND
PRECURSOR ORBS: 0
METAL HEAD SKULL GEMS: 42
HEALTH PACKS: 1

NEW ENEMY

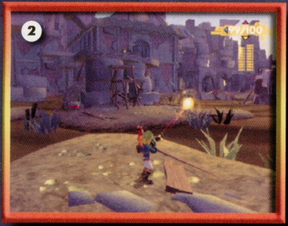
Slinger

Slingers are fierce Metal Head fighters that use their sling shot-style weapons to lob balls of Dark Eco at Jak & Daxter. Their range can be quite long and accurate, able to catch the two with their fire from far away with no hassle. They are also constantly on the move, making them a tough enemy to target. Long-range weapons, such as the Blaster and Vulcan Fury work best against Slingers. Whereas the Blaster will take some time and effort to bring one down, the Vulcan Fury's awesome continuous firepower will literally keep it off its feet, making it all but impossible for it to retaliate before it goes down for the count.

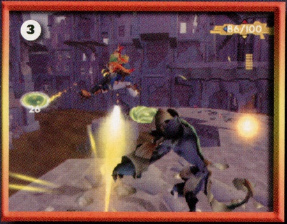
NEW ENEMY

Grunt Gunner

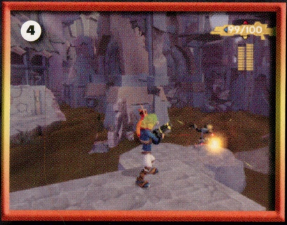
These Metal Head creatures come equipped with fast-shooting laser rifles that can make quick work of Jak & Daxter. Able to fire off a round of 12 shots before reloading, the best way to attack and take out a Grunt Gunner is to use the environment for cover, drawing its fire if necessary, and then peek out and shoot it with the Blaster or Vulcan Fury while it is reloading.

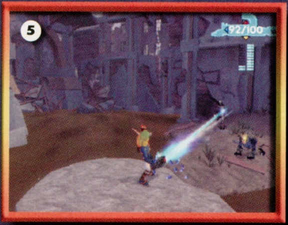


The moment Jak & Daxter step on the soil at Dead Town, they are accosted by a pack of Metal Head Stingers. Quickly equip the Blaster and eliminate them before they can attack. Just beyond, on the small island dead ahead, is a Metal Head Grunt. Take it out from afar, then jump across **[2]**.

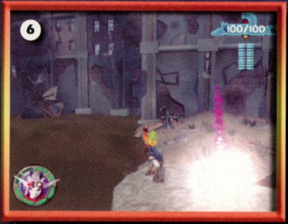


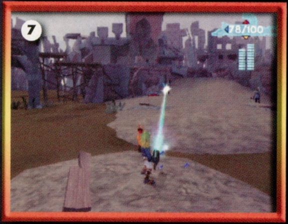
Jump up the wooden scaffolding leading to the ledge above and take out the two Grunts up top. The Spin Kick Shower works well here. Just Double Jump from the ledge below, press the Circle button to Spin in mid-air, and quickly follow up with the R1 button to send a shower of shots in every direction **[3]**. From the vantage point up top, you should be able to target the next Grunt on the ledge below without having to get up close and personal **[4]**.



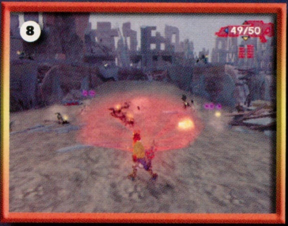


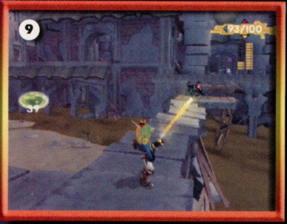
Be careful not to fall off and into the muck. Jump down from one platform to the next, and then switch to the Vulcan Fury and take out the Slinger and his Grunt companion before they can return the favor **[5]**. If the Slinger does manage to lob a ball of Dark Eco Jak's way, quickly take evasive action and move to one side to avoid it **[6]**.



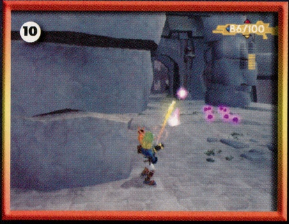


Keep the Vulcan Fury equipped and hop across the small wooden platforms until Jak is back on solid ground. From the vantage point of this small island, he should be able to target and take out each of the Slingers across the way. They won't even know what hit 'em **[7]**. Switch to the Blaster or Scatter Gun before jumping across, as a second wave of Stingers will pop out of the ground and attempt a surprise attack **[8]**.



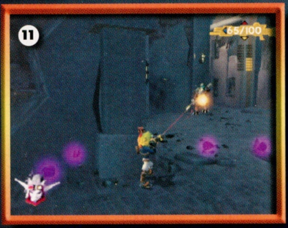


Climb up the small hill, jump up to the wall and take out the two Grunts, then follow the wall around to the next ledge **[9]**. Up here, Jak & Daxter will encounter a few Stingers and another new Metal Head enemy – a Grunt Gunner. Grunt Gunners are equipped with laser-rifles, which are capable of shooting off a round of 12 shots before needing to be reloaded. Use the stone columns for fire and attempt to draw its fire. As soon as it stops to reload, peek out and use the Blaster or Vulcan Fury to incapacitate it **[10]**.

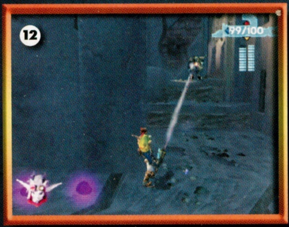


VULCAN FURY AMMO

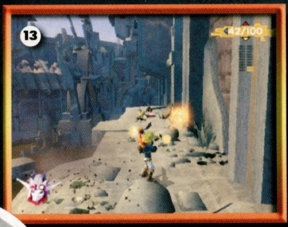
Along the right side of the column-filled room, Jak will find Vulcan Fury Ammo inside some Krimzon Guard Crates. Each one of these light blue and black, curved-shaped magazines will replenish ten units of Ammo.

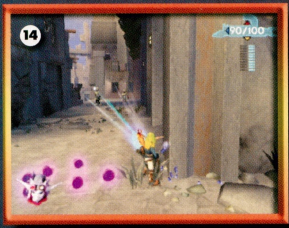


Down the corridor Jak & Daxter will encounter a pack of four Grunts and then a Grunt Gunner beyond. Make quick work of the Grunts, then hug the left corner for cover. You should be able to target the Grunt Gunner with the Vulcan Fury or Blaster, and without it getting a bead on Jak **[11]**. Repeat the process a second time with the Grunt Gunner on the steps beyond the next corner **[12]**.

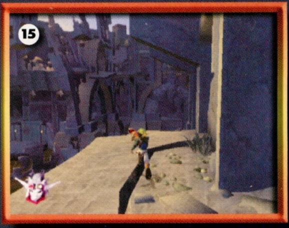


Continue up the stairs and into the next area. Another pack of Grunts is waiting for the two inside the column-filled room. Use the Blaster to keep them at bay. Outside at the other end, take a right and follow the pathway – another group of Stinger are scurrying along the ground here **[13]**. Just beyond them, down the corridor at the end of the path, two more Slingers are waiting. Make sure the Vulcan Fury is equipped and target them from the cover of the corner wall **[14]**.

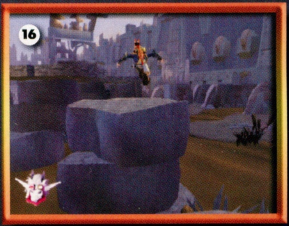


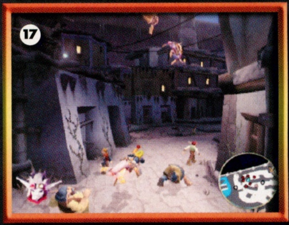


Jak & Daxter arrive at the Sacred Site, which is all too familiar to them. As the shock wears off, they come to the terrible truth that they are in a dark and bleak future. The decrepit old building is actually Samos' Hut and this horrible place is what is left of Sandover Village.



With nothing left to do but return to the City, turn Jak & Daxter around and head back the way they came. When you get to the path at the end of the corridor, take an immediate right and drop down to the ground below **[15]**. This short cut will get them close to the entrance to Dead Town, which leads back out to the City. Watch out for any Metal Heads that may have respawned in your absence **[16]**.





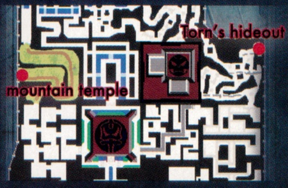
Believe it or not, it's time to finally meet the Shadow. Once back inside the City walls, grab a Zoomer and return to Torn's Hideout **[17]**.

MISSION: CATCH SCOUTS IN HAVEN FOREST

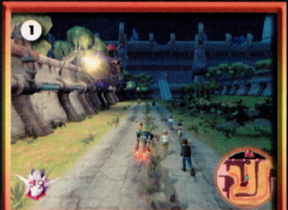
MISSION DESCRIPTION: After discovering Samos' Hut in Dead Town, Jak & Daxter return to Torn's Hideout. Before introducing them to the Shadow, Torn explains there is a powerful energy force at the ancient Hut and the Metal Heads are drawn to it. As Jak begins to explain that they used to know the guy that lived there, Daxter spies a familiar figure in front of Torn's desk —— it's Samos!!! Er… or is it? This Samos looks different. For one, he sports a huge 'fro instead of his gray locks. He also has no idea who Jak & Daxter are. Before Jak can ask any more questions, the Shadow tells them there's no time to waste —— they have a Baron to overthrow, a child heir to protect, an invasion of Metal Heads to stop, and a City to save! He needs the two to go to Haven Forest and root out a few Metal Heads. The Forest is the Shadow's source of power, but he can't protect it much longer. Jak & Daxter will have to chase down all the Metal Head Scouts they can find.

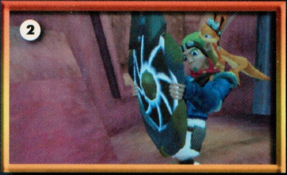
THE SHADOW:
A.k.a. known as Samos Hagai or the Green Sage, this version is somehow different yet still the same. Instead of the shaggy beard, long hair tied around his log, and a chirping bird companion, the Shadow has a puffy afro, short facial hair, and an egg in the place of the bird. He is also the leader of the Underground Resistance, fighting an impossible battle against Baron Praxis AND the Metal Heads.

CITY MAP



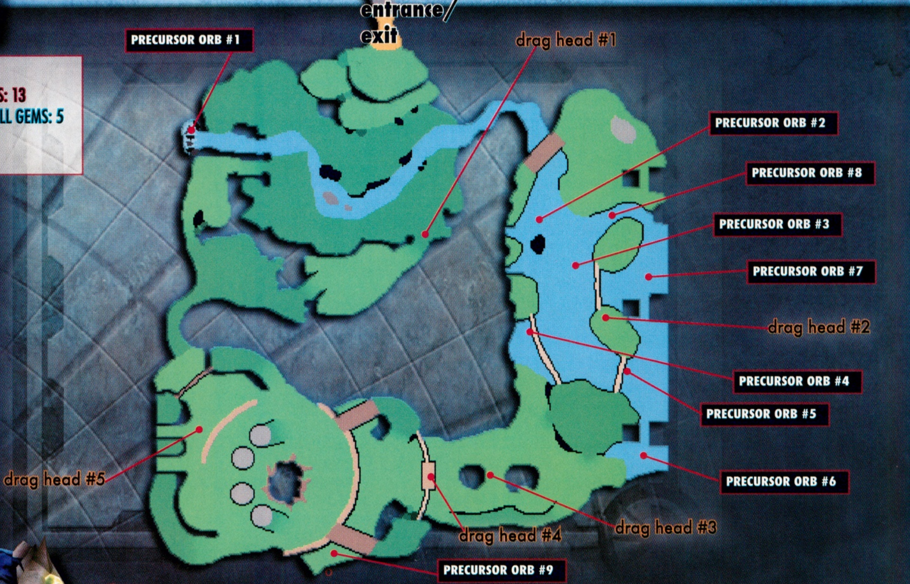
Haven Forest is actually located near the Precursor Mountain Temple where Jak & Daxter recovered the three Artifacts. Its location is due West, all the way across Haven City in the Farm Area. Follow the Mountain Icon on the City Map to get to the location **[1]**.





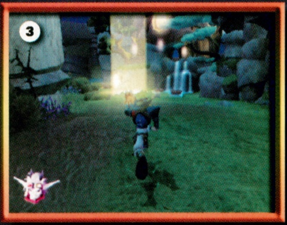
En route to the Forest, Krew's Client communicates to Jak that she has left her JET-Board for the two in the air lock at the City Exit. Since they are helping the Underground, she is even willing to let them keep it! As soon as they enter the access way to the Mountain, they will find the JET-Board waiting for them **[2]**.

LEGEND
PRECURSOR ORBS: 13
METAL HEAD SKULL GEMS: 5
HEALTH PACKS: 0
DRAG HEADS: 5

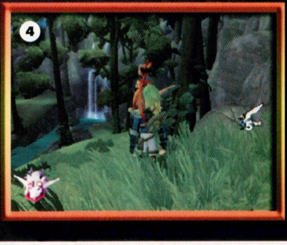

entrance/
exit
PRECURSOR ORB #1
drag head #1
PRECURSOR ORB #2
PRECURSOR ORB #8
PRECURSOR ORB #3
PRECURSOR ORB #7
drag head #2
PRECURSOR ORB #4
PRECURSOR ORB #5
PRECURSOR ORB #6
drag head #5
drag head #4
drag head #3
PRECURSOR ORB #9

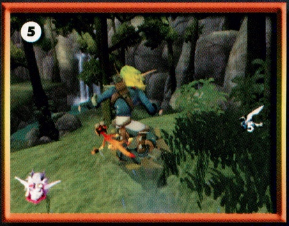
NEW ENEMY

DRAG HEAD
Drag Heads are Metal Head Scouts sent ahead to inspect and explore an area before the rest of the Metal Head army arrives. These non-lethal, winged beasts are quick and elusive, making them tough to catch. While their weight keeps them from flying high in the air, their impressive wingspan will let them travel at top speeds while hovering over the ground. The only way to catch a Drag-Head is to use the JET-Board to race one down and then tackle it to the ground.



Once on the Mountain, hop into the Warp Gate to teleport up to the top. Around the corner, the two will find a Precursor platform highlighted by a beam of light. Hop on it, and they will ride it to Haven Forest **[3]**.

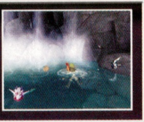


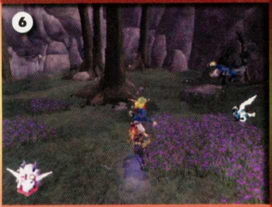


Arriving at the Forest, the sheer beauty and tranquility of the wooded area is enough to bring a sense of awe to those that gaze upon it. The Shadow has asked Jak & Daxter to rid the area of the Metal Head Scouts and that's what they intend to do! **[4]** Equip the newly acquired JET-Board by pressing the R2 button and get ready to find your first Drag-Head. There are five in total and the indicator on the right hand side of the screen will display how many are left to be caught **[5]**.

Precursor Orb

Before tackling the first Drag-Head, there is a Precursor Orb nearby, sitting in the water at the base of the waterfall in the Northwest corner of the Forest.



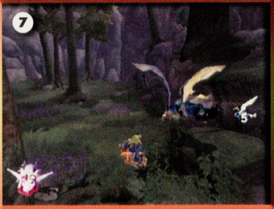


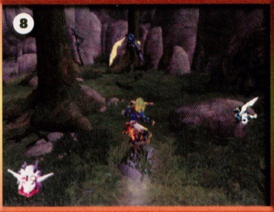
Refer to the Forest Map to quickly pinpoint the locations of the five Drag-Heads. The closest is not too far away, directly South of the entrance, resting on a grassy ramp against the Mountain wall. As soon as Jak gets near it, it will take off flying in the opposite direction. Give chase and stay on its tail **[6]**.

TIP

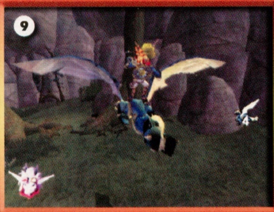
To catch up to a Drag-Head quickly, use the JET-Board's Speed Boost capabilities by executing a 360. To do so, press the ✕ button to jump, then press and hold the R1 button while moving the left analog stick to the left or right. If Jak completely spins around once, he will let out a yell and the JET-Board will get a quick boost of speed.

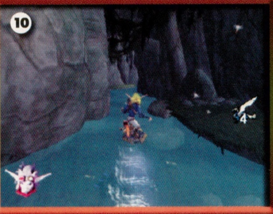
Continue to follow the Drag-Head, staying on its tail and mimicking its every move. Be sure to cut corners if at all possible, taking turns sharply in an effort to cut the distance between Jak & the Drag-Head even more **[7]**. Also try and do your best to avoid obstacles, such as trees, rocks, etc., as running into them will slow Jak down **[8]**.





Eventually, the speed of the JET-Board will overtake the Drag-Head and, as soon as Jak gets right on the Drag-Head, he will tackle it to the ground. Be sure to collect the Metal Head Skull Gem it leaves behind before moving on **[9]**.

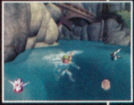


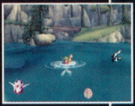


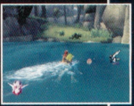
The other four Drag-Heads are in another section of the Forest. This section can either be accessed on one end of the Forest via a tunnel through which the small stream runs, or another tunnel on the opposite side. Check the Map for their locations if you get turned around or lost, then head on through **[10]**.

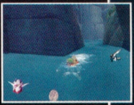
Precursor Orb

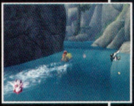
There is a bounty of Precursor Orbs inside the stream in this second section of Forest. Hop off the JET-Board and take a dip to find them all. From the tunnel entrance, the first is just past the bridge, along the right side of the stream. The second Precursor Orb is a ways past the first, but still in the main channel of water. The third Precursor Orb is just beyond the second, off to the right by the bank. From the third, swim to the left toward the wall. The fourth Precursor Orb is between two ledges, directly underneath the fallen tree bridge. The fifth Precursor Orb is in a small cul de sac around the corner to the right. The sixth Precursor Orb is the opposite way, nestled against the wall. The seventh Precursor Orb is all the way at the end, around the corner to the left.



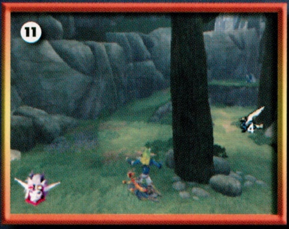






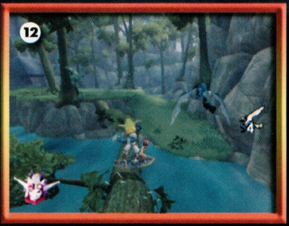


It's time to locate the second Drag-Head. The nearest one will be on a raised grassy ledge South of the stream entrance **[11]**.

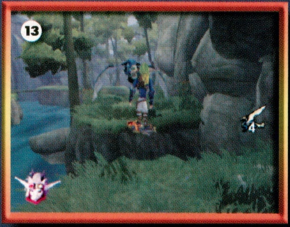


TIP

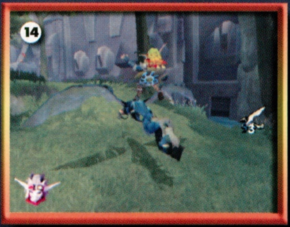
You can get on and off the JET-Board at any time by pressing the R2 button. Sometimes, it is easier to navigate steps and platforms on foot, then hop on the JET-Board afterward.

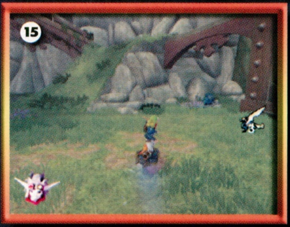


As soon as the Drag-Head spots Jak & Daxter, it bolts in the other direction. If you're not on already, hop on the JET-Board and start to chase it down. The fallen wooden trees between each platform can be used as makeshift bridges and Jak can Grind across them by jumping onto one, then pressing and holding down the ☐ button while steering with the left analog stick **[12]**.

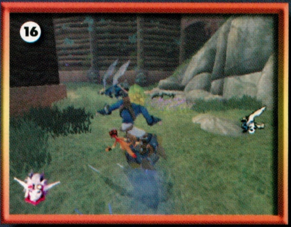


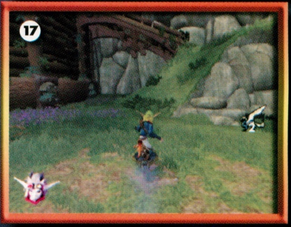
This Drag-Head will lead Jak on a wild goose chase around the Forest, including through the water and over bridges. Make sure to watch for gaps between the grassy platforms, as you will have to quickly jump them in order to stay on its tail **[13]**. The Drag-Head will also try to lose Jak by quickly changing its direction in mid-flight. If this happens, quickly turn around and continue the chase. With skill and determination, the second Drag-Head will go down **[14]**.



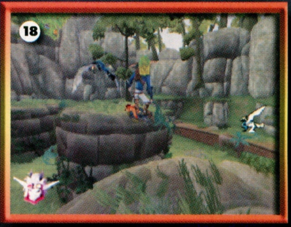


The third Drag Head is in the center of the Forest, at its Southernmost end. Locate it on the Map, then hunt it down **[15]**. This one won't test any of Jak's jumping or Grinding skills, as it pretty much stays close to the ground and travels in a few tight circles. Just keep on its tail and Jak will wrangle it to the ground in quick fashion **[16]**.

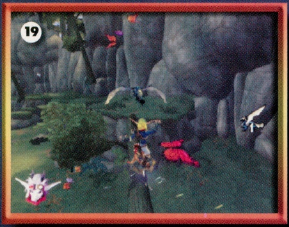


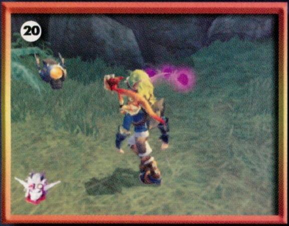


Drag-Head number four is not far from where Jak discovered number three. Its location is West, along the south edge of the Forest above the ground on the higher level. Check the Map, then use this ramp to get up there **[17]**. Once the chase is on, this Drag-Head will lead Jak over Grindable trees, through and around tight spaces, up and down bridges, and over small platforms that must be jumped. Stay with it and use your JET-Board skills to bring it down **[18]**.



The fifth and final Drag-Head should be in close proximity, somewhere around the West edge of the Forest. Check the Map, then chase it down. This one is especially feisty, making quick turns in and around the platforms, as well as making Jak jump gaps and Grind across trees – nothing you can't handle **[19]**.

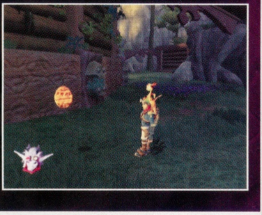


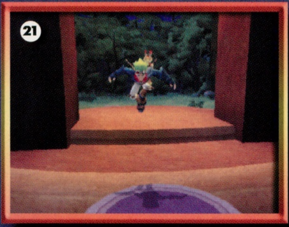


When all is said and done, the Shadow tells the two to return to the Hideout. He has another task for them to take. The exit is the same location where Jak & Daxter entered the Forest, back in the first section. You can get there either by following the stream, or finding the tunnel embedded in the West wall. But, before you leave, there is one more Precursor Orb in the area **[20]**.

Precursor Orb

Before exiting this section of the Forest, there is one last Precursor Orb to grab in the area. It's location is down on the ground level, around the corner of the wooden wall.



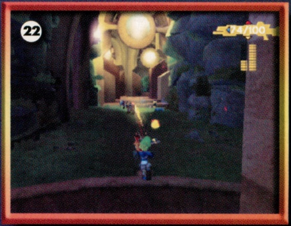


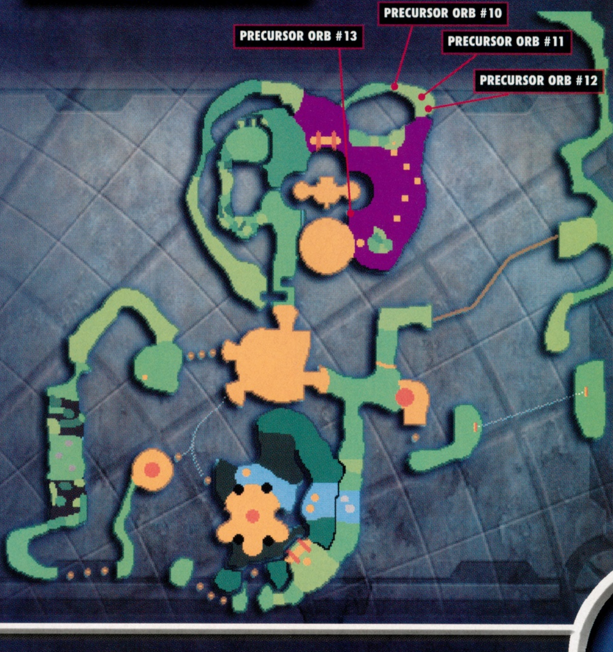
Return to the Precursor platform and ride it back to the Temple Mountain. If you are feeling particularly enterprising, there are a few well-hidden Precursor Orbs still to get at the Temple that can only be acquired with the help of the JET-Board **[21]**.

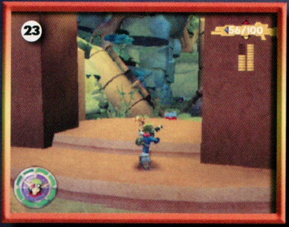
TIP

One of the many cool features of the JET-Board is its ability to hover effortlessly over lakes of Dark Eco, allowing Jak to get to places otherwise unaccessible.

Instead of heading for the Warp Gate, shoot the upside down Precursor platform to the left, Double Jump over to the opposite ledge, and ride down to the ground level. Head for the Temple Hub, straight ahead. You'll have to deal with a few Metal Heads along the way – nothing you can't handle **[22]**.

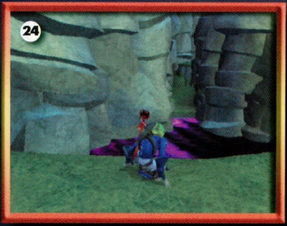






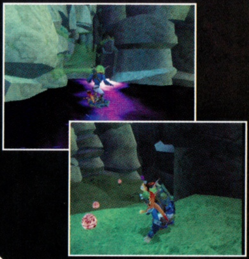
Take the opening to the immediate right, passing the pipes on either side, and continue down the path. Be prepared for a few Swipers, a pack of Hoppers and a Centurian blocking your progress **[23]**.

After defeating the Centurian, hop up to the ledge above, then take a moment to look out over the Dark Eco lake below. Straight ahead, off in the distance, you should see a pathway on the other side of the Dark Eco **[24]**.



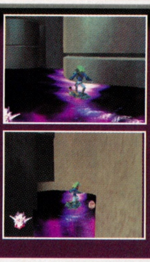
Precursor Orb

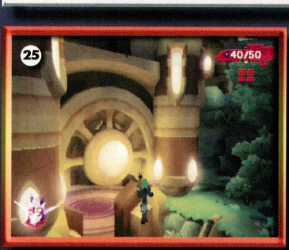
Hop on the JET-Board and ride it over the Dark Eco and onto the path. Over on the other side of the small hill, Jak & Daxter will uncover three more Precursor Orbs!



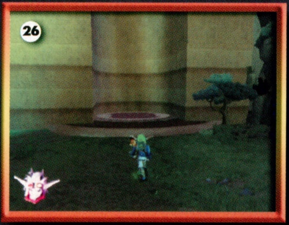
Precursor Orb

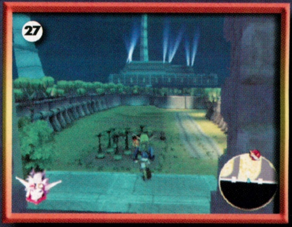
Follow the path to the other end, then jump back onto the JET-Board and into the Dark Eco lake where you solved the Precursor Cube Puzzle earlier. Follow the right hand Temple wall and into the small crack between it and the platform (where you fought the Ram-Head). Around the corner here, you'll find the Mountain Temple's final Precursor Orb.



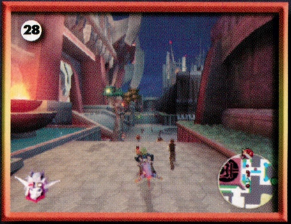


The quickest way back to the Warp Gate is to jump onto the grassy ledges and hop off the JET-Board, then hop off the platform and down to the pathway below, which leads back into the Temple Hub **[25]**. Head through the opening to the left, ride the elevator to the top, use the Precursor platform to get across the gap, then jump through the Warp Gate and back to Haven City **[26]**.





Two Icons will be displayed on the City Map. You can either choose to return to Torn's Hideout and speak with the Shadow, or you can follow the mysterious Skull Icon and head to the Bazaar **[27]**.



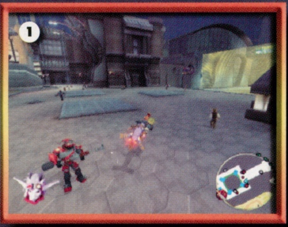
On the way to the next destination of your choice, Krew communicates to Jak that he needs him to go down to the Port in South Town and get rid of the newly-arrived shipment of Krimzon Guard Listening Devices in the water using his JET-Board. You now have three destinations from which to choose **[28]**.

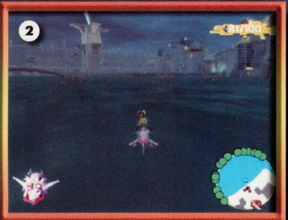
Krew: Continued on next page.
Bazaar: Turn to page 111.
The Shadow: Turn to page 113.

MISSION: DESTROY CARGO IN PORT

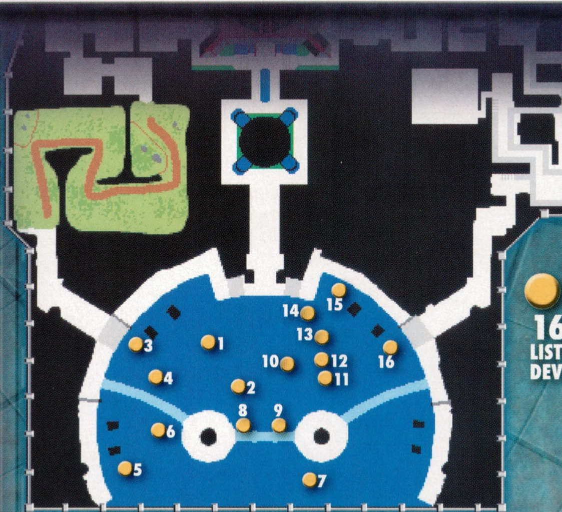
MISSION DESCRIPTION: A shipment of Krimzon Guard Listening Devices has just arrived at the Port in South Town. While this means bad business for Krew, it could be potentially damaging for everyone — including the Underground. Krew needs Jak to go out into the Port with his JET-Board and get rid of the Listening Devices before the Krimzon Guard hauls them in. Of course, they won't be left unguarded, as each one is surrounded by Proximity Mines, making eliminating them a much tougher proposition.

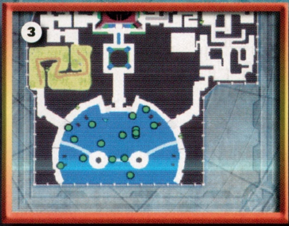
Since the Port to South Town is the closest, follow the flashing green dot on the City Map to tackle Krew's request. Now that Jak has acquired the Yellow Security Pass from Ashelin (back at the Pumping Station), he will be able to access the Port via its main artery **[1]**.



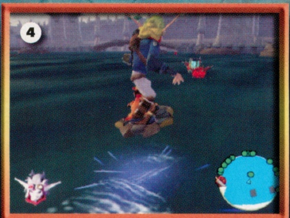


When you arrive at the Port, the City Map will be filled with green flashing dots around its perimeter. There are a total of 16 Listening Devices spread out around the water, and Jak will have a scant 2:15 seconds to eliminate them all before it's too late **[2]**.



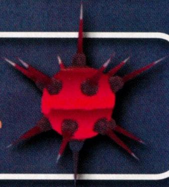


Eliminating the Listening Devices requires that Jak run over them with his JET-Board. The best way to go about getting rid of all 16 before the timer runs out is to start at one end, and work your way over to the other, hitting each one in the process. Spend a few moments looking at the City Map to chart your path **[3]**.

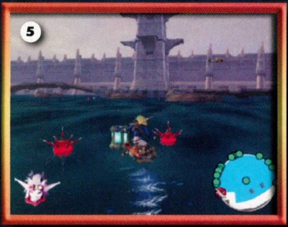


Each of the Listening Devices is guarded by Proximity Mines – some stationary and some moving. As you approach your target, try to discern which way they are moving and anticipate their movement. This way, you will know if you need to slow down, speed up, jump over them, or approach them from a different perspective **[4]**.

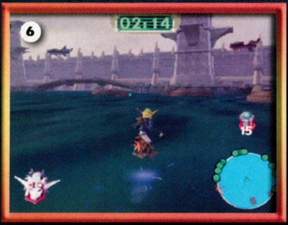
PROXIMITY MINES
These explosive Krimzon Guard Mines will detonate when activated, harming any enemies within their blast radius. All it takes to activate them is a single touch and, when this happens, you will have less than two seconds to escape from harm before it explodes. One hit from a Proximity Mine will take off two sections of Jak's health.



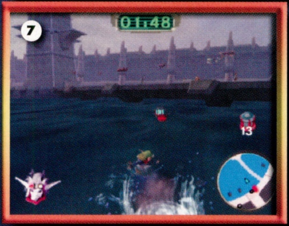
TIP
Destroying the Cargo does not necessarily require you to use the JET-Board. Another particularly effective way is to fly around on a Zoomer and either target them from a distance with the Blaster, or get right up close and hit them with the Scatter Gun.



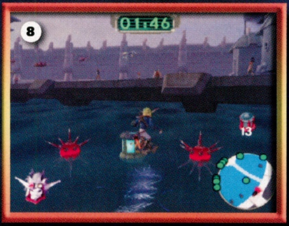
The first batch of four Listening Devices are each guarded by a set of two Proximity Mines moving in different directions around them. Try to anticipate where they will be when you arrive at each Device, so you will know if you need to come in at a different approach or jump over them **[5]**. As soon as you run over the first Listening Device, the timer starts counting down **[6]**.

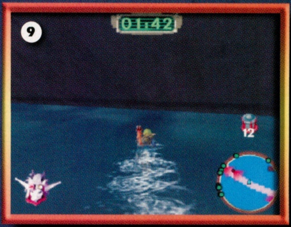


TIP
Keep referring to the City Map in the Options Ring after destroying each Listening Device, as this will not only give you a chance to plot your next course, but also pause the game and give you a chance to take a breather.



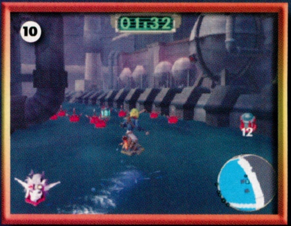
To quickly get from one set of Listening Devices to another, don't forget that the JET-Board has Boost capabilities. To pull off a Speed Boost, press the X button to jump, then hold down the R1 button and move the left analog stick right or left. If Jak completes a 360 degree spin, he will get a temporary boost of speed **[7]**. Try to continually Speed Boost from one Listening Device to the next to cut down on time. In order to be in good shape, you should have no less than 1:40 seconds left on the timer when the fourth Listening Device has been destroyed **[8]**.

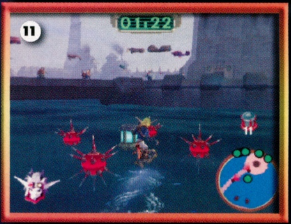


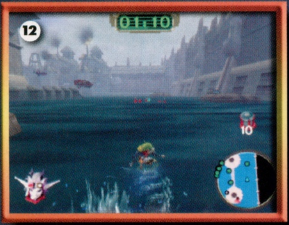


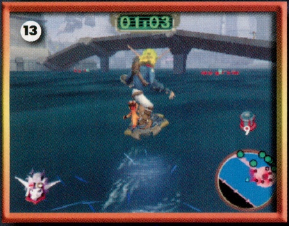
Head for the next two Listening Devices, which are on the other side of a cement walkway, in the Southwest portion of the Port. The quickest way to get past these cement barriers is to hop off the JET-Board when you approach the barrier (press the R2 button), and quickly swim underneath and to the other side. As soon as Jak has passed the barrier, press the R2 button once again to get back on the JET-Board and take care of the Listening Devices in the area **[9]**.

The fifth Listening Device, which is located along the Port boardwalk, is surrounded by multiple stationary Mines. Approach it from the rear, and navigate through the small gap in between them **[10]**. The sixth has four Proximity Mines rotating around it **[11]**.

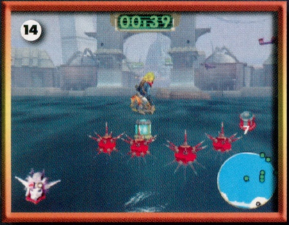




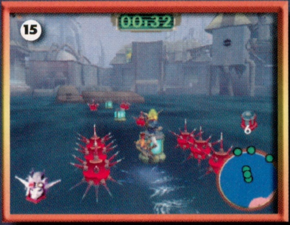


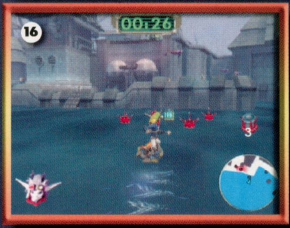


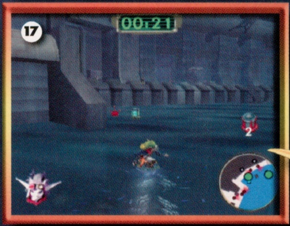
The next three Listening Devices are down in this Southern portion of the Port. Stay on this side of the barrier and go East . Head for the farthest one first, which has three sets of two Mines rotating around it **[12]**. Quickly bank back to the left and destroy numbers eight and nine, located just under the bridge. You should have no less then :45 seconds left on the timer in order to accomplish the mission **[13]**.



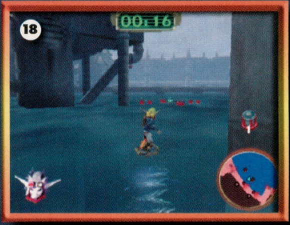
The next batch of Listening Devices are back in the main portion of the Port, off to the Northeast. Head for number ten first, which is just left of the series of three and is only guarded by a few Mines **[14]**. As soon as it has been destroyed, double back and approach the consecutive three from a the back at a straight line, staying in between the Mines on either side of them **[15]**.

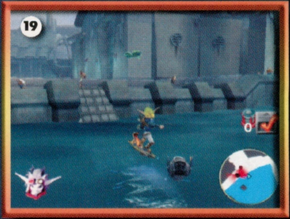






The final three Listening Devices are toward the Northeast corner of the Port. Head for number fourteen first, which should be directly in front of the set of three you just destroyed **[16]**. From there, follow the Port wall around to the right to destroy fifteen **[17]**. Finally, make your way to the last Listening Device, which is close by. All three of these should be fairly easy to get to and destroy. That's it! Mission accomplished **[18]**.





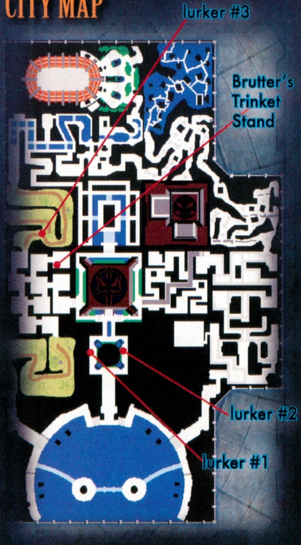
Krew communicates his props while lamenting the sad fact that not everyone can be bought off. Exit the water via the ramp, and choose your next destination **[19]**.

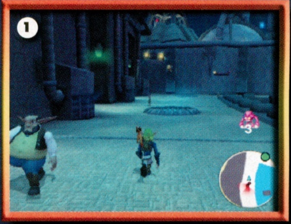
Krew: Continued on next page.
Bazaar: Turn to page 111.
The Shadow: Turn to page 113.

MISSION: RESCUE LURKERS FOR BRUTTER

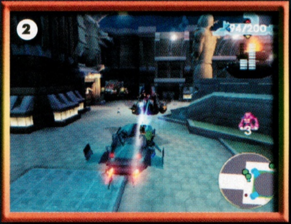
MISSION DESCRIPTION: As Jak & Daxter enter the Hip Hog, they pass by a Krimzon Guard. Krew explains that the Baron has sent his goons to harass him — health violations, back taxes — everyone wants a piece of him. According to Krew, destroying the Listening Devices in the Port was extremely important, as he doesn't want anyone snooping around his new "project." If everything goes as planned, Krew is going to corner the market in Metal Head trophies. He then offers up a new job for the two. An associate of his, Brutter, is paying Krew to help free Lurkers, laborers enslaved by the Baron, and shuttle them safely out of the City. There are three Transports carrying Lurkers to a project the Baron has going on outside the City. Jak & Daxter will have to track down the Transports, take them out, and bring the three Lurkers to Brutter's Trinket Stand in the Bazaar.

CITY MAP





There are a total of three Krimzon Guard Transports that Jak must track down and destroy, then pick up and deliver the Lurker inside to Brutter at his Trinket Stand. The Transports will appear on the City Map as flashing green dots **[1]**.



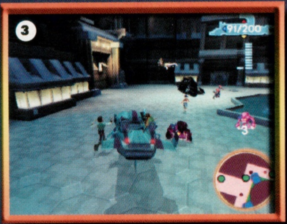
Grab one of the bigger/solid Zoomers, then head for the first Transport. The first two can be found circling around the square in front of the Baron's Palace. When you approach the first one, raise the Zoomer into the High Hover Zone, and maneuver it so you are right behind the Transport, then pull out the Vulcan Fury (left on the directional button) and start shooting it! Stay on its tail as you let go with a barrage of bullets, it doesn't take much to bring it down **[2]**.

MORPH-GUN UPGRADE

The new Morph-Gun Upgrade Krew gives Jak increases the maximum amount of Ammo it can hold. The Scatter Gun can now hold up to 100 units of Ammo (up from 50), the Blaster can now hold up to 200 units of Ammo (up from 100), and the Vulcan Fury can also now hold up to 200 units of Ammo (up from 100).

Weapon Ammo Capacity Increased

As soon as the Transport crashes to the ground, the Lurker inside will run out of the wreckage. Drop down into the Low Hover Zone and get as close as possible to the Lurker – it will run over to your Zoomer and hop on the back **[3]**.

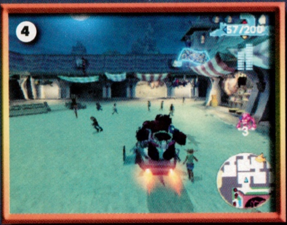


TIP

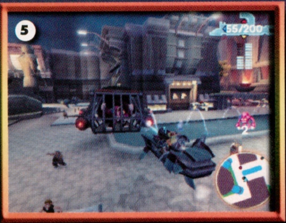
You can use the Morph-Gun to keep the Krimzon Guards at bay while waiting for the Lurker to get on the Zoomer.

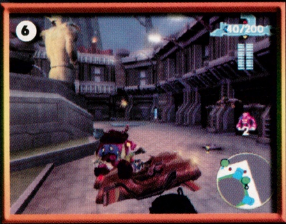
LURKERS:
Jak & Daxter had more than their share of Lurker encounters in their last adventure. Once sworn enemies of the two, these creatures have taken a tragic turn in the future, sold into slave labor for the Baron's bidding.

Once the Lurker has hopped on to your Zoomer, stay in the Low Hover Zone and head for Brutter's Trinket Stand in the Bazaar, the location of which is indicated by a Fish Icon on the City Map. When you arrive at the Stand, it will jump off, allowing you to take leave and get the others **[4]**.



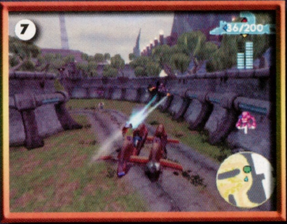
Return back to the square at locate the second Transport. It should still be somewhere in the general area. Repeat the process of shooting it down from behind with the Vulcan Fury, picking up the Lurker, then returning it to the Trinket Stand in the Bazaar **[5]**.





If the Krimzon Guards get the best of you and destroy the Zoomer while you are shuttling a Lurker, quickly find a replacement and pick it back up. It will do its best to follow Jak until he can grab another Zoomer **[6]**.

The third and final Transport can be found in the Farm Area not far from the Bazaar. Follow the green flashing dot to its location and repeat the process a final time. As soon as it is dropped off, the mission will be completed **[7]**.



As soon as the final Lurker has been dropped off at Brutter's Trinket Stand, Jak & Daxter decide to pay him a visit. Much to his dismay, Brutter takes an immediate liking to Daxter, peppering him with sticky wet kisses. To further show his appreciation for saving his Lurkers, he promises to pay them back, sometime in the future.

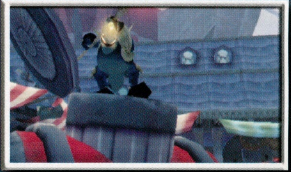
BRUTTER:
Brutter is the unofficial leader of the Lurkers – a race of near-extinct indigenous creatures that once thrived in Jak & Daxter's time, but are now forced into slave labor by Baron Praxis. Allowed to run a Trinket Stand in the Bazaar, Brutter has been paying Krew to secretly help him shuttle the Lurkers out of Haven City.

Now that the mission is completed, grab a Zoomer and head to your next destination.

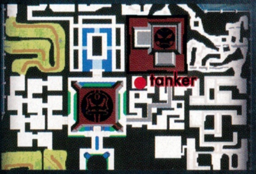
Bazaar: Continued on next page.
The Shadow: Turn to page 112.
Krew: Turn to page 117.

MISSION: CHECK THE BAZAAR / INTERCEPT TANKER

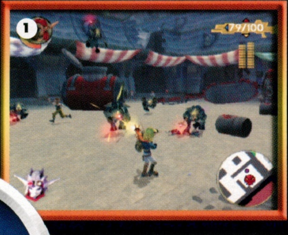
MISSION DESCRIPTION: Following the Skull Icon to its location at the Bazaar, Jak & Daxter come across Ashelin with a group of Guards on official Krimzon Guard business. She tells them that one of Vin's Eco Tankers is coming in from the Wasteland and its clearance transmission sounded fishy — the driver sounded scared. On their way to check it out, the Tanker comes crashing down into the Bazaar, wiping out the Krimzon Guards and leaving only Jak and Ashelin standing. Before the dust settles, a pack of Metal Head launch a surprise attack!



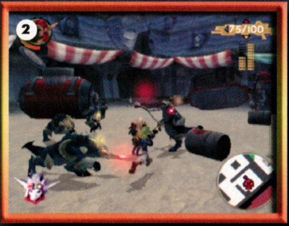
CITY MAP



It's an all out assault, as Metal Head Juice Goons come pouring out of the downed Eco Tanker. Equip either the Blaster or the Vulcan Fury and join the battle **[1]**.



Ashelin should be able to handle herself, but it's a good idea to keep an eye on her location and her health meter, in case you need to come to the rescue **[2]**.



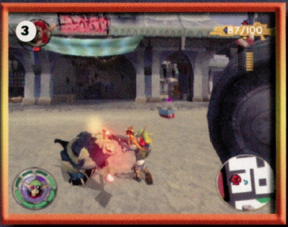
TIP

Don't forget to liberally use Jak's Rapid Fire combo, as it works well with both the Blaster and the Vulcan Fury.

Dark Jak Opportunity

This is as perfect a moment as it gets for unleashing Dark Jak and one of his Dark Jak moves. Why not try out the Dark Blast (first press the ☐ button to Punch, then follow up with the ✕ button).

When the first wave has been eliminated, a second wave of Metal Heads appears from the Tanker. Continue to shoot/attack them until all of the Metal Heads have been defeated **[3]**.



No time to waste on Ashelin's etiquette or lack thereof. Grab a Zoomer and choose your next location.

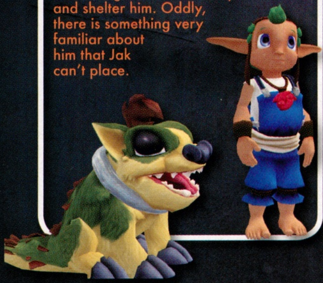
The Shadow: Continued on next page.
Krew: Turn to page 117.

According to Ashelin, the Metal Heads are getting bolder every day, testing the City's defenses and probing for weak spots. Cutting the conversation short, she abruptly walks away without so much as a "thank you" for Jak & Daxter's aid.

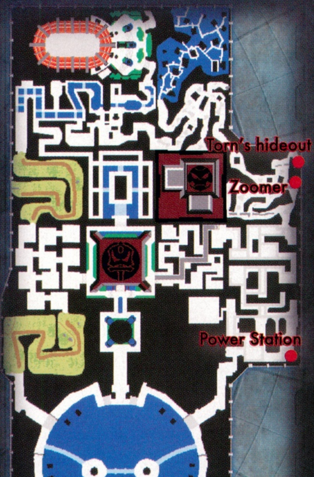
MISSION: ESCORT KID TO POWER STATION

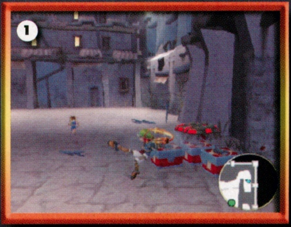
MISSION DESCRIPTION: When Jak & Daxter arrive at Torn's Hideout in the alley, they encounter the Shadow and the Kid. The Shadow tells them that he wants them to escort the Kid and his Croca-Dog over to Kor at the Power Station — he promised to look out for the boy and the Shadow is just too busy to baby sit. Jak inquires about the Kid's background and the Shadow tells him he found the boy wandering the streets. What makes him so special is the amulet he wears around his neck. It just might mean he is the lost heir to Haven City. Jak is going to have to guard the Kid at all costs, making sure no harm comes to him on the way to the Power Station.

THE KID
This small, quiet and unassuming boy is somehow the key to the events that are unfolding. Possibly the true heir to the throne of Haven City, the Underground, along with the old man, Kor, are risking life and limb to protect and shelter him. Oddly, there is something very familiar about him that Jak can't place.



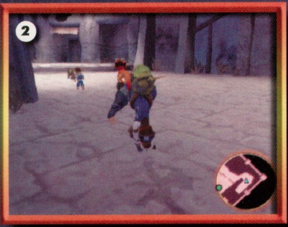
CITY MAP





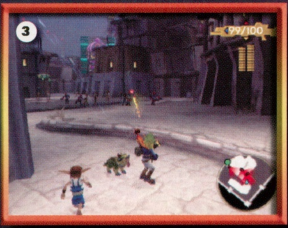
The second the mission starts, and the Kid goes running out into the Krimzon Guard-filled streets of Haven City. Remember, the Baron is looking for him and, if he is left alone, the Krimzon Guards will snap him up in a matter of seconds. Don't let him get out of your sights! There is a stash of Blaster and Scatter Gun Ammo in the Krimzon Guard Crates next to Torn's Hideout. Grab 'em quick, and then catch up to the Kid pronto! **[1]**

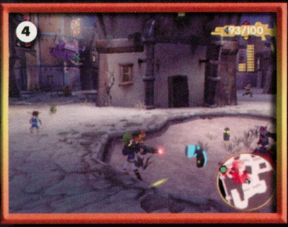
The first part of the mission is to escort the Kid to a parked Zoomer not too far from Torn's Hideout. Its location will be displayed on the City Map marked by a flashing green dot **[2]**.



TIP The Kid's location is also displayed on the City Map, indicated by a blue flashing dot.

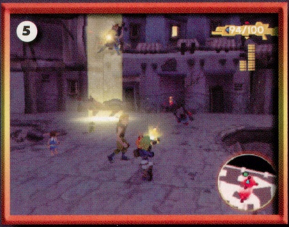
Quickly equip the Blaster and get in front of him, staying just a bit ahead while keeping him in view right behind Jak. As soon as the Krimzon Guards approach, start firing away. They will come from all sides, so keep one eye on the City Map in the right hand corner, looking for any Krimzon Guard red dots that may be coming up from the rear and getting close to the Kid **[3]**.

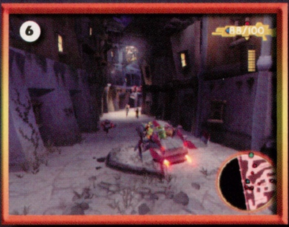


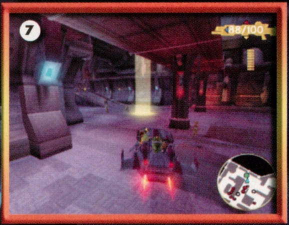


If you find Jak is starting to fall behind while you're trying to shoot every Guard, stop firing and catch back up. If one or more Krimzon Guards do manage to catch the Kid, you will have approximately three seconds to get rid of them before he is arrested and the mission is failed **[4]**.

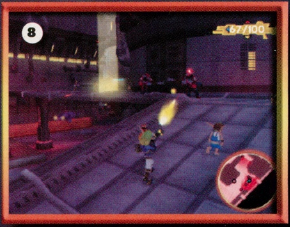
Keep following the Kid, over the small wooden bridge and down the street toward the parked Zoomer (highlighted by a beam of light), keeping him by Jak's side **[5]**. As soon as the Kid gets to the Zoomer, he will jump in. Follow suit and take off, heading for the Power Station, the location of which is displayed on the City Map by a green flashing dot **[6]**.







Stay in the Low Hover Zone and make your way through South Town toward the Power Station. The Krimzon Guard will put up a good fight, and the City will have activated all of its defenses. When you get the Power Station in your sights, head for the beam of light and stop the vehicle when you are in its perimeter. The Kid will jump out of the Zoomer and head for the ramp **[7]**.



Continue to escort him, watching for oncoming Guards from both the front and the rear, until he reaches the Power Station door, highlighted by a beam of light. As soon as the Kid makes it to the safety of the Power Station, the mission will be completed **[8]**.

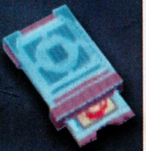
After the brief chat with Kor, leave the Power Station and choose your next destination.

Krew: Turn to page 117.
Kor: Continued on next page.

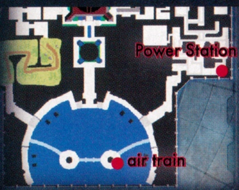
MISSION: DESTROY EQUIPMENT AT DIG

MISSION DESCRIPTION: Jak & Daxter deliver the Kid to Kor safe and sound. The old man thanks the two and finds it interesting that the Kid's mutt likes Jak. Up until now, it only cared for the boy. Kor tells them that he is worried about the dwindling Eco supply, as he has seen some huge Metal Head creatures during his travels in the deep Wasteland. He also tells them that the Baron is conducting an excavation at an archeological Dig — he is still looking for the Tomb of Mar. Kor wants Jak to knock down all the scaffolding at the site in an attempt to delay his progress, giving him an Air Train Pass to get directly to the Dig from the Port.

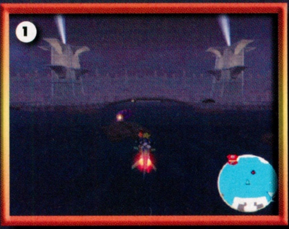
AIR TRAIN PASS:
The Air Train Pass Kor gave Jak & Daxter will allow the two to travel to the Dig site, where the Baron is searching for the elusive Tomb of Mar. With this pass, the pair will be able to hitch a ride on the Air Train, the location of which is in the middle of the Port in South Town.



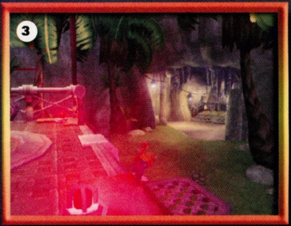
CITY MAP



Grab a Zoomer and follow the Air Train Icon displayed on the City Map. The Air Train is located in the center of the Port next to one of the huge towers, not too far from the Power Station **[1]**.

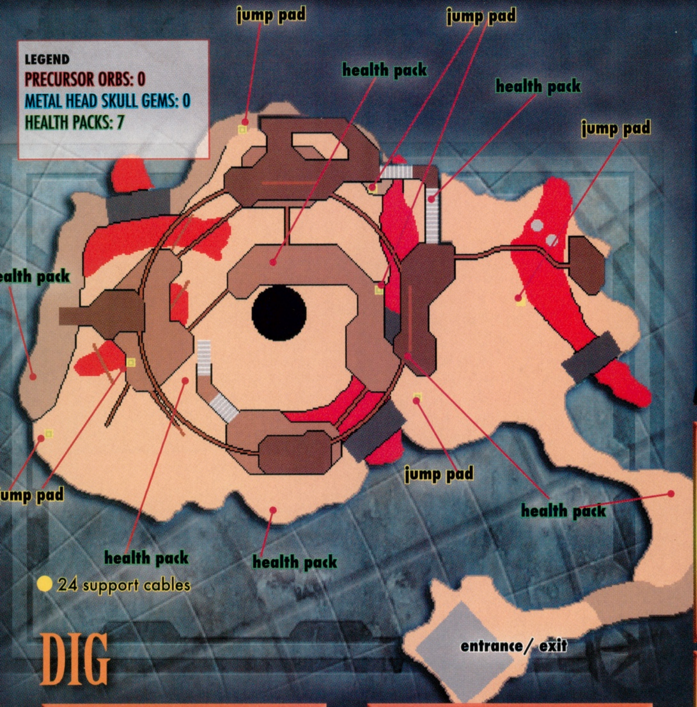


When they arrive, approach the Air Train and press the Triangle button to get Jak & Daxter inside. They will hop in as it takes off for the Dig, located outside the City Walls, close to the Pumping Station **[2]**.

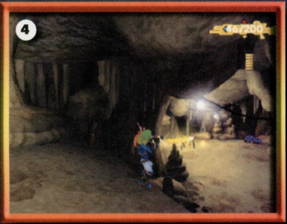


This grassy area where the landing pad for the Air Train is located can lead Jak & Daxter to a variety of places, including the Pumping Station. At the moment, Jak & Daxter should only be concerned with the cave entrance **[3]**.

Head into the cave and step on the lift to be taken down to the lower level. At the bottom, not too far down the path, Jak & Daxter will encounter a few Grenade-carrying Krimzon Guards. These goons will toss their Grenades at Jak the moment he is spotted. Keep moving forward while shooting them with the Morph-Gun to avoid their explosions. There is a Health Pack inside a Krimzon Guard Crate here if Jak takes some damage **[4]**.


LEGEND
PRECURSOR ORBS: 0
METAL HEAD SKULL GEMS: 0
HEALTH PACKS: 7
jump pad
jump pad
health pack
health pack
jump pad
ealth pack
ump pad
jump pad
health pack
health pack
health pack
● 24 support cables
entrance/ exit

DIG



Once inside the massive Dig site, Jak will take heavy Grenade fire from Krimzon Guards stationed at a variety of locations. While the mission objective is to destroy the Support Cables holding a very large drill in place, it will be much more easily accomplished if you take out most of the Krimzon Guards first. Slowly move forward while using the Blaster to target them from far away and eliminate them. The first two Guards should be dead ahead, and the second two should be high up on a platform to the right **[5]**.

There are another two Grenade-tossing Krimzon Guards down the hill, diagonally to the left. Eliminate them, then grab the Health Pack from the Krimzon Guard Crates here if you need it **[6]**.

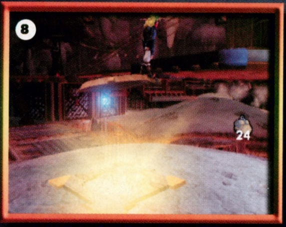
TIP

You'll find groups of tightly bound barrels full of highly unstable Eco all throughout the Dig. Shooting them will send them tumbling apart and cause them to explode. You can use them to your advantage, by shooting the ones next to unsuspecting Krimzon Guards.

Before jumping on the JET-Board and heading for the first set of Support Cables, which Jak will have to Grind to destroy, head back up the hill and take out the two Krimzon Guards along the left wall of the Dig **[7]**.

TIP

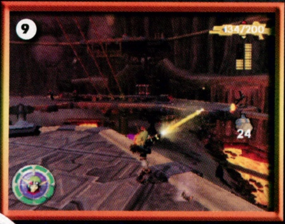
Do NOT try JET-Boarding over the molten lava. While it can hover over most substances, the extreme heat will melt it in a heartbeat.

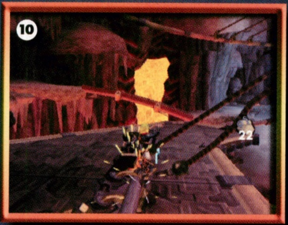


Now that the bottom level has been more or less cleared of Krimzon Guards, hop onto the JET-Board and find a Jump Pad and use it to propel Jak up to the walkway above **[8]**.

JUMP PADS:
You might have seen these Pads on the floor inside the Stadium during the JET-Board challenge. When riding over one with the JET-Board, it will launch Jak & Daxter into the air, propelling them onto a higher platform or level. These can be found all throughout the Dig.

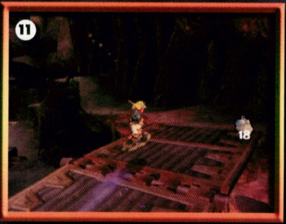
Once on the first walkway above the ground, quickly hop off the JET-Board and follow around its perimeter, taking out any Krimzon Guards you can find while avoiding the Grenades being tossed from every direction. There is a Health Crate inside a Krimzon Guard Crate here if you need it **[9]**.

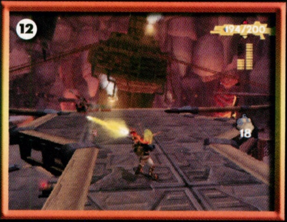


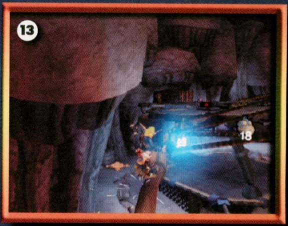


When the coast is generally clear, hop back on the JET-Board and heed Daxter's incessant directions – Grind the Support Cables. The total number of Support Cables that must be destroyed is 24. The number left is displayed on the right hand side of the screen. There are two sets of Support Cables on the first level. Jump and Grind the rails connecting one platform to the next, then Grind the pipe to which the Support Cables are attached in order to destroy them (✕ to Jump, then hold □ to Grind while steering with the left analog stick) **[10]**.

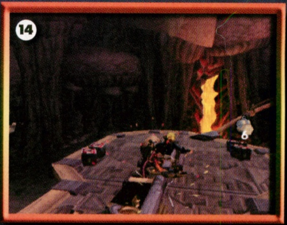
When the first two sets of Support Cables have been destroyed, there should be 18 left to go. Find a Jump Pad or ramp leading up to the second level walkway and ride the JET-Board up to it **[11]**. Once again, when you get there, hop off the JET-Board and take out any Krimzon Guards you can spot **[12]**.







Up here, you can get a much better look at the huge drill in the middle of the Dig. It should already be listing to one side from the damage Jak has done. It's time to finish it off! From this platform, you can either go left or right and Grind along the rails, which circle around the drill. Each side has six Support Cables **[13]**. Make sure to finish off any Krimzon Guards that stand in Jak's way, then Grind the final six Cables **[14]**.

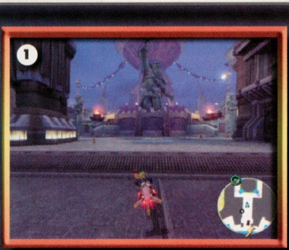


As soon as the last one snaps off the pipe, the Drill will start spinning uncontrollably and explode. That should set the Baron back a few years!

Return back to the ground level and head for the lift to take Jak & Daxter back outside. The Air Train is waiting to shuttle the two back to the Port in Haven City. Once there, grab a Zoomer and hightail it to your next destination.

MISSION: DRAIN SEWERS TO FIND STATUE

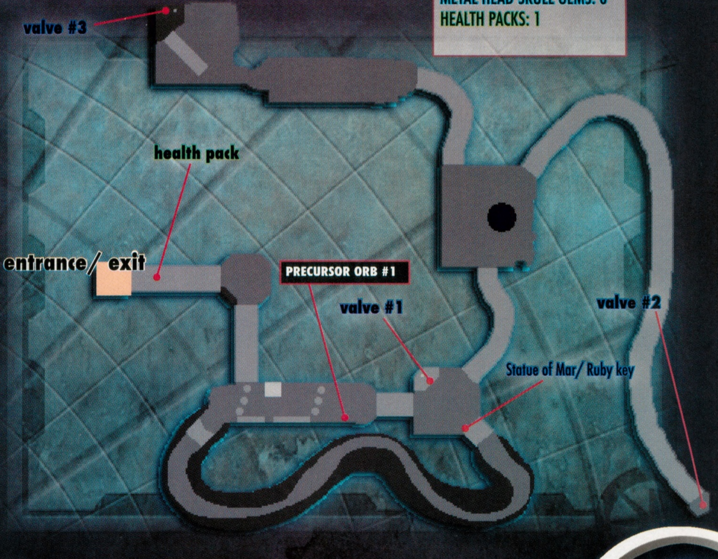
MISSION DESCRIPTION: Jak & Daxter return to the Hip Hog Saloon to find Krew waxing on about his art "collecting" days. Back in the day, he hit the local museum to "borrow" a famous Statue of Mar. In its hands, the Statue held the Ruby Key to the City. An Artifact that Krew desperately covets. While smuggling the huge Statue through the Sewers, a rainstorm flooded the whole place —— the Statue was swept away. The Sewers have been so full of water and Metal Heads that he can't get anyone to go down there and retrieve the Artifact. Krew now wants Jak to go down there, drain the Sewers, find the Statue at the bottom, and bring back the Ruby Key Artifact.

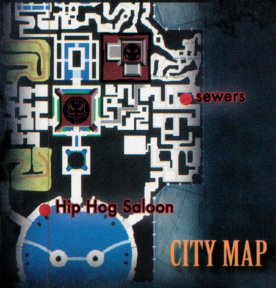


The Sewers are not far off, located near the entrance to the Slums in South Town. Follow the Sewer Icon on the City Map to get there quickly [1].

SEWERS

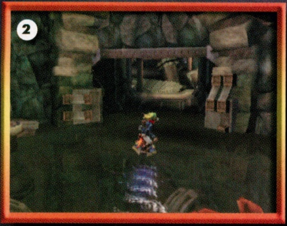
LEGEND
PRECURSOR ORBS: 1
METAL HEAD SKULL GEMS: 0
HEALTH PACKS: 1

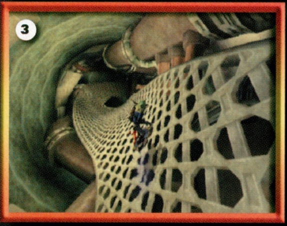

valve #3
health pack
entrance/ exit
PRECURSOR ORB #1
valve #1
valve #2
Statue of Mar/ Ruby key


sewers
Hip Hog Saloon

CITY MAP

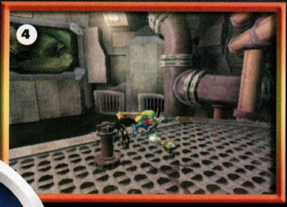
This isn't the first time Jak & Daxter have been in the Sewers – they came down here for Krew a while ago to get rid of the Gun Turrets. This time, they need to find a way to drain the water and uncover the Statue of Mar. Follow the tunnel down and around the corner to the right. When Jak & Daxter get to the water-filled area with the small platforms, hop on the JET-Board and head for the grated pathway to the right **[2]**.



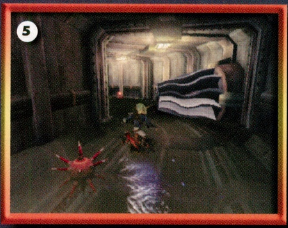


This twisting, sloping pathway will take the two through the Sewer's pipe system. It's advisable to stay on the JET-Board, as Jak's feet won't be able to grip its sloping, slimy surface and the pipes around and underneath are filled with steam and burning hot. Just stay in the middle of the pathway and the two should come out the other side unscathed **[3]**.

When Jak & Daxter reach the end of the grated pathway, it will lead them to the first of three Valves on top of a platform. Punch or Kick Spin it to turn it, and the water in the surrounding area will drain just a little bit, revealing a path below **[4]**.

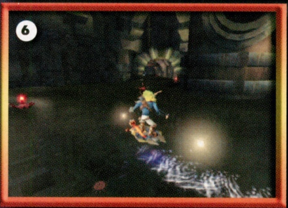


Hop back on the JET-Board and move on. If you look closely, you will just be able to make out the Statue of Mar underneath the surface. Jak is going to have to drain the water some more to get to the Ruby Key. This new tunnel is chock full of hazards. In addition to Proximity Mines (these will explode immediately if touched), there are huge, sharp Rotors sticking out of the sides of the walls **[5]**.

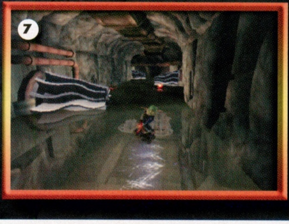


TIP

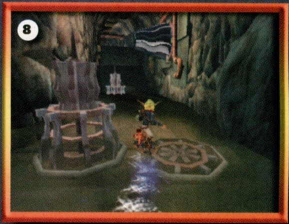
In a pinch and with enough speed, it's possible to jump over the Proximity Mines.



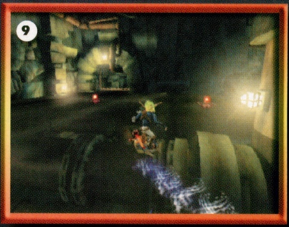
Go slowly, avoiding the maze of obstacles, and head through the large, central room and into the next tunnel **[6]**. Continue to follow its length, avoiding the Proximity Mines and Rotors, until Jak & Daxter reach the second of three Valves. It's a long, hazard-filled trek, but turning the Valve will get them one step closer to the Statue and one step closer to getting out of here! **[7]**

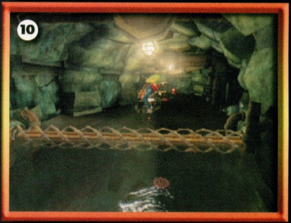


The water drains once again, revealing some new hazards in the muck below. Now the two will have to contend with a series of rotating gears with spikes jutting from their top. Touching them will knock off two of Jak's health sections. Watch them carefully, as they constantly raise and lower. Make sure you are not on top of one when it pops out of the water **[8]**.

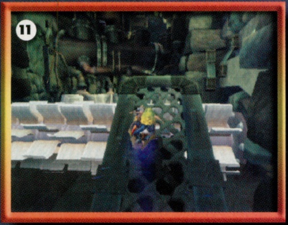


When you get back to the large, central room, take the opening around the large pipe to the right **[9]**. A few new hazards await the two down this tunnel. The first is a series of whirling Blades stretched across the length of the tunnel. Make sure he is traveling at a fast rate and jump over them **[10]**.

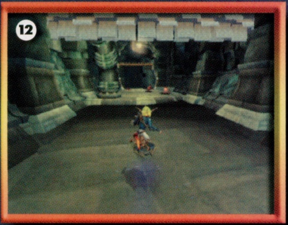




The second hazard is huge, gear-like blades. Take the ramp to the right to safely get over the first, then navigate the smaller ones by traveling in between them. The third and final Valve will be waiting at the tunnel's end **[11]**.



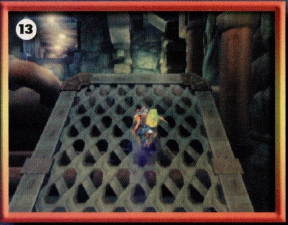
Hop back on the JET-Board one last time and return down the tunnel from which you came. The Blades are now positioned harmlessly overhead, but the Proximity Mines are still active **[12]**.



TIP

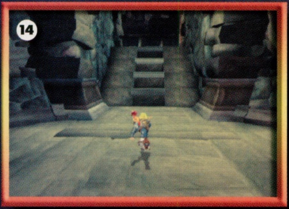
If you are low on health and want to take it slow, you can hop off the JET-Board and hoof this last part on foot.

When you get back into the large, central room, take the ramp to get over the pipe, then head into the tunnel opening straight ahead. Continue to avoid the remaining Proximity Mines, and Jak & Daxter will arrive at the dripping Statue of Mar. Approach it to grab the prize **[13]**.



Daxter scrambles up the Statue's length and attempts to remove the Ruby Key from its hand. Using all his might, he breaks it free, accidently dropping it in the process. Thankfully, Jak has lightning-quick reflexes and catches it before it hits the ground and shatters into a million pieces.

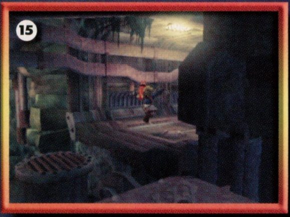
It's time to get out of this stinky place. Take the stairs to the right of the Statue and drop down to the tunnel below **[14]**.



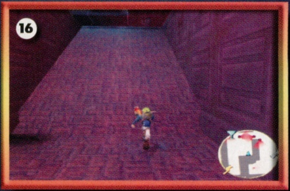
Precursor Orb

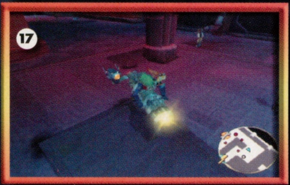
At the base of the wall, Jak & Daxter will find a solitary Precursor Orb.

Continue down the length of the tunnel and hop onto the small platform on the right, it will take Jak & Daxter back up toward the exit. Up top, hop off of the platform and follow the tunnel to the right. Around the left corner at its end is the exit to the City. Ride the elevator back up and breathe that fresh air **[15]**.



Once back outside, grab a Zoomer and pick a new location. Three Icons will be available on the City Map, which include: Krew's Client, the Race Mechanic, at her Race Garage; Vin, at the Power Station; and Sig, at the Hip Hog Saloon **[16]**.





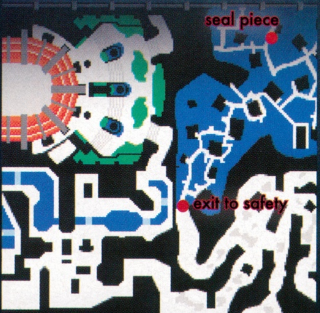
On the way to their next destination, Jak & Daxter receive a communication from Brutter regarding a Shiny Piece of Seal. Apparently, Brutter has heard that the two have been looking for Mar's Artifacts and, since he likes shiny bright things, he has something the two might be interested in. Since they did him a great favor by rescuing the Lurkers earlier, he has left the object hanging on the door of his Hut in the Water Slums. You now have four destinations from which to choose **[17]**.

Brutter: Continued on next page.
Race Mechanic: Turn to page 123.
Vin: Turn to page 126.
Sig: Turn to page 132.

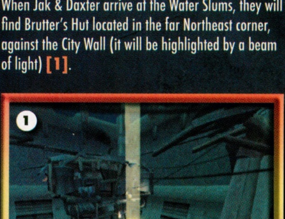
MISSION: CHECK THE WATER SLUMS / GET SEAL PIECE AT WATER SLUMS

MISSION DESCRIPTION: As thanks for helping out the Lurkers, Brutter has offered up a Shiny Seal Piece for Jak & Daxter. All they have to do is travel to his Hut at the Water Slums and grab it. Unfortunately, the Baron has been watching Jak, and has a surprise waiting for him when they get there. To survive the attack, Jak & Daxter are going to have to fight their way out of the Water Slums.

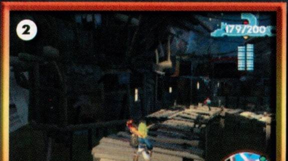
CITY MAP



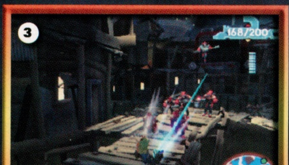
When Jak & Daxter arrive at the Water Slums, they will find Brutter's Hut located in the far Northeast corner, against the City Wall (it will be highlighted by a beam of light) **[1]**.



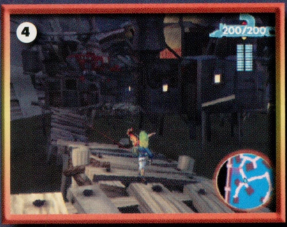
Jak & Daxter approach the shiny object hanging on Brutter's door. As they grab it, he communicates to them that it is all theirs... he also alerts them to the wave of Krimzon Guards that are launching a surprise attack right behind him!



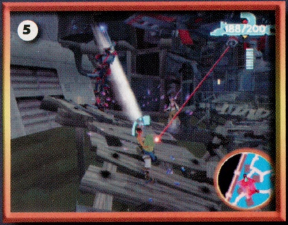
To survive this mission, Jak & Daxter are going to have to survive wave after wave of Krimzon Guard attacks, while attempting to shoot their way out of the dead end confines of the Water Slums. The end goal is to make it to the flashing green dot displayed on the City Map **[2]**.



No time to waste! Equip the Vulcan Fury and head down the wooden walkway toward the first Krimzon Guard Transport. As soon as they start dropping from the Transport, hit the fire button and continue to shoot in short bursts until they are all eliminated. The series of wooden walkways and docks are like a death maze, adding to the frenzied confusion of the Krimzon Guard attacks. And, to make matters worse, Transports are dropping off new Guards from both in front and behind **[3]**.

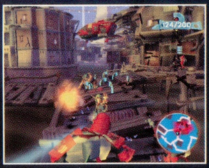

④

After defeating the first wave, take an immediate left and continue down the walkway to the next waiting Transport **[4]**. Be careful not to get too close to the any of the Transports, as they can also use their laser-guided, mounted machine guns to target and shoot Jak **[5]**.

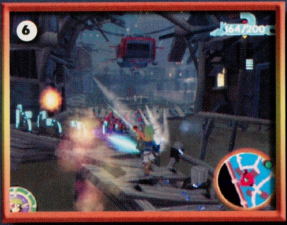

⑤

TIP

Watch Jak's back, as the Krimzon Guards coming from behind and the sides will try to catch him unaware. Quickly turning around and taking out chasing enemies is a must for survival. Keep an eye on the City Map for red dots behind and around you – it will save some health in the long run



A third Transport drops off a wave of Guards while Jak is still dealing with the second (as well as new attacking Guards from behind). Stay focused, clearing the path ahead while taking out any lingering Guards from behind **[6]**.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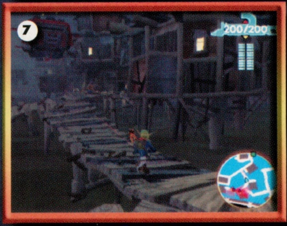
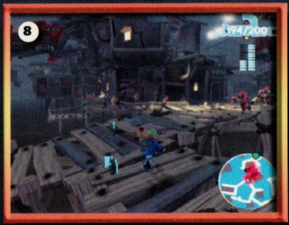

⑦

Take a right at the next intersection, then take the next left. At this point, multiple Transports will be dropping off a fresh batches of Krimzon Guards in every direction **[7]**. Keep shooting and collecting more Ammo, quickly clearing the immediate area before moving on. Once they are cleared, continue on and take a right at the next intersection **[8]**.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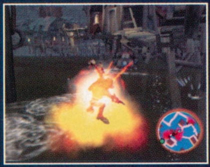
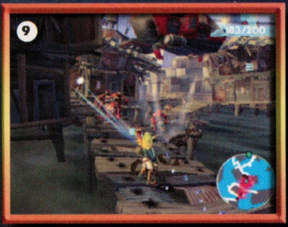
TIP

Don't even think about hopping into the murky waters, as the City is on High Alert and their defense robots will come online and shoot the two very dead.



Continue along the path, staying to the right of the next hut, and eliminating the Krimzon Guards dropping out of the Transports along the way. When you pass the next hut, take the right walkway, then hang an immediate left before it dead ends at the next hut **[9]**.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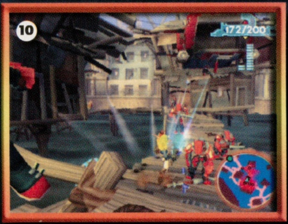
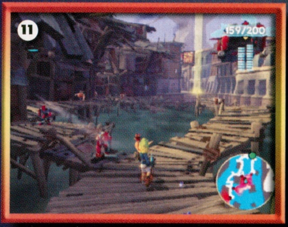
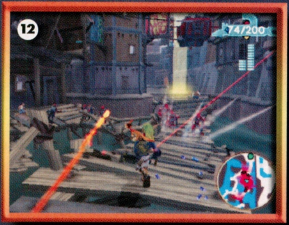

⑩

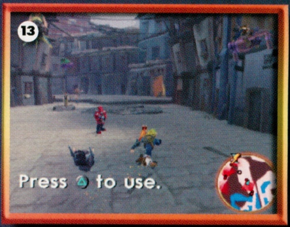
Keep moving, only stopping to unload a round of Vulcan Fury Ammo into a wave of dropping Krimzon Guards. Take a right at the next intersection, which branches in two paths that circle around a hut **[10]**.



Follow the walkway around as it curves to the left – you should be able to see the end, which is highlighted by a beam of light. Almost there! **[11]**.



Continue to follow the walkway toward the exit. The Krimzon Guards won't go down without a major fight at the end, dumping Guards from every direction. Just stay focused and keep shooting until the only one left standing is Jak **[12]**.



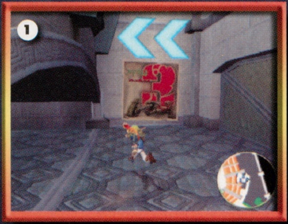
When they make it to the other end, Brutter communicates his awe at Jak's shooting skills and tells him them to keep the Seal. The Krimzon Guards are most likely still on High Alert and coming after Jak, so quickly grab a Zoomer and head to another location **[13]**.

Race Mechanic: Continued on next page.
Vin: Turn to page 126.
Sig: Turn to page 132.

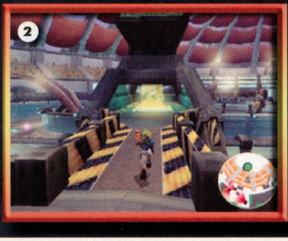
MISSION: WIN CLASS 3 RACE AT STADIUM

MISSION DESCRIPTION: Jak & Daxter return to the Race Garage to tell Krew's Race Mechanic Client they destroyed Krew's Cargo. She lets a few more insults fly before Daxter decides to take matters into his own paws. As soon as he speaks, the Race Mechanic recognizes his voice. As they walk away, she comes out from behind the curtain — it's Keira!!! While she is super-excited to see Daxter, she looks at Jak with trepidation — he's changed quite a bit in the last two years. Keira tells the two she has been looking for them forever and planning a way to get back home. Jak tells her they found Samos, her father, although he's not quite the same. He also tells her he needs to get to the Baron. She suggests winning the Class 1 Racing Championship — the winner gets to meet the Baron in the Palace — but he will have to race the lower Classes first. Before she can say anymore, Krew appears and asks for the Ruby Key.

As Jak & Daxter exit the Race Garage, the Class 3 Races are announced. The Races are held inside the Stadium, which is just around the corner. Follow the Race Flag Icon on the City Map and head inside **[1]**.



The Stadium has been completely changed since Jak & Daxter were here last. Instead of a huge open obstacle course in its center, there is now a full-fledged race track. Follow the path around the interior of the Stadium to enter the Class 3 Races, soaking up the loud cries and cheers of the spectators along the way. The green flashing dot will lead the two to Keira's Hoverbike, which is highlighted by a beam of light **[2]**.



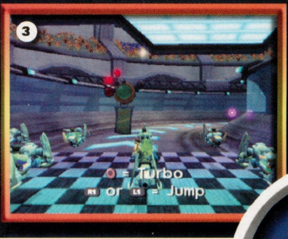
HOVERBIKE

Keira's Hoverbike is one of the fastest in all of Haven City. Built from scratch, she has equipped it with Turbo Boost capabilities and a special Jump function which will allow it to get extra air over jumps.

Hoverbike Move List:

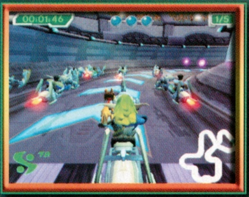
✕ button	Accelerate
☐ button	Brake/Reverse
○ button	Turbo Boost
L1 or R1 button	Jump

As soon as Jak hops on Keira's Hoverbike, it is lowered down on to the track to join a grid of seven other competitors. A timer lowers from above and, as soon as it counts down to three, the race is on! **[3]**.

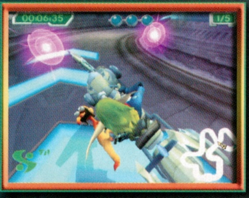


GENERAL RACE INFORMATION:

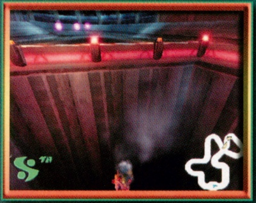
THE HEADS UP DISPLAY: Once the Race begins, a variety of information appears on screen. In the top left corner, you will find the Race Clock, which will keep track of your overall race time (you can check the High Scores Screen in the Options Ring for the list of rewards and best times). The Turbo Meter in the top middle of the screen indicates how many Turbo Boosts you have. There are slots for up to three. The Lap Counter in the top right corner keeps track of the lap you are currently running. The Position Number in the bottom left of the screen indicates the place you are currently in. Finally, the Map in the bottom right side of the screen shows your position on the track relative to the positions of the competitors.



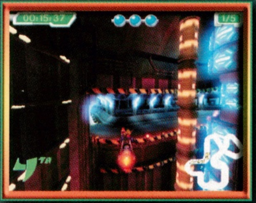
TURBO: Littered around the track are a variety of Turbo Boosts. If Jak runs over one, he will pick it up and it will be displayed in his Turbo Meter. The Hoverbike can hold up to three at a time. To use a Turbo Boost, press the Circle button, which will give the Hoverbike a temporary boost of speed. Turbo Boosts should only be used on straightaways and to get across tough gaps.



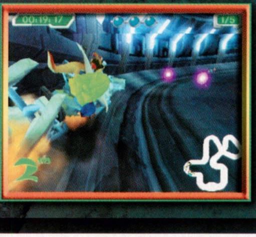
HAZARDS: In addition to the other racers jockeying for pole position, the Class 3 race track has a few hazards to watch out for in the form of large gaps. If these gaps are not avoided or jumped, Jak & Daxter will fall into the abyss below and lose the race. Watch for ramps and drop offs, and use the Jump (L1 or R1 button) to safely navigate them.



SHORTCUTS: Each Class track will have a shortcut, some more obvious than others. Watch the other racers and study the Map for these hidden and not-so-hidden routes.

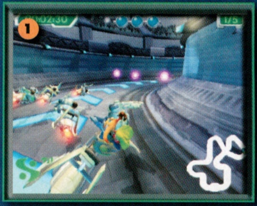


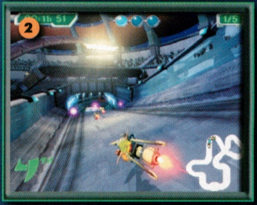
DAMAGE: While Keira's Hoverbike is solidly built, it's not unbreakable. If it gets banged up too much, or slams hard into a wall one or two times, it will start to smoke then catch on fire, and eventually explode. Turn into curves early to avoid running into walls as you're coming out.

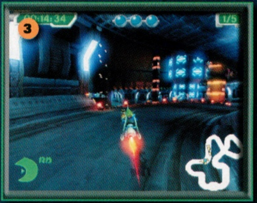


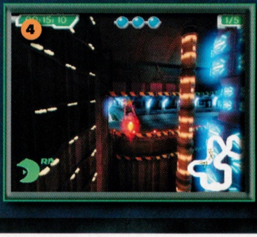
THE BEST LINE:

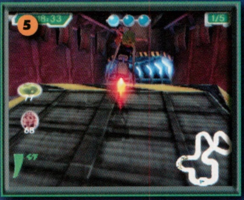
From the outset, take the first curve to the right early, doing your best to get ahead of the other racers **[1]**. Continue on around the next left curve, making sure to grab one of the three Turbo Boosts when you come out of it **[2]**. At the bottom of the small hill, hit the Turbo and head straight for



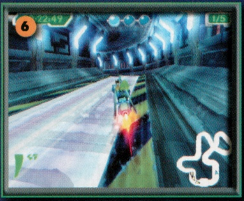


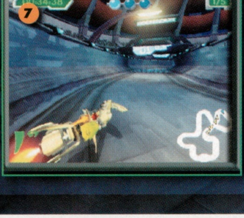


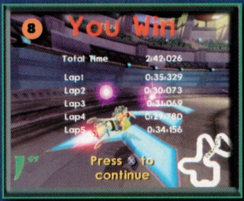




the edge of the track (instead of turning around the curve to the right) **[3]**. Just as Jak & Daxter are about to go off the edge of the track, press the Jump (L1 or R1) button to launch the Hoverbike over the gap and land safely on the other side, completely bypassing the curve **[4]**. Watch out for the wall when landing and make sure to start turning around the next curve to the left. As soon as you start to come out of the curve, align the Hoverbike with the ramp and press the Jump button at the top to jump over the gap **[5]**. Start turning to the left before you even touch the ground, picking up one of the Turbo Boosts when you land.







Total Time 2:42.026
Lap1 0:35.329
Lap2 0:30.073
Lap3 0:31.069
Lap4 0:29.780
Lap5 0:34.156
Press ⊗ to continue

Hit the Turbo right away down this short, straight section of track, and try to anticipate the S curve to the left then right so as not to bang into the side wall and slow the Hoverbike down **[6]**. Take a few more turns, including a sharp long one to the right, and Jak will have completed his first lap **[7]**. Repeat these same moves, only using Turbo Boosts during straight sections and over the shortcut, over four more laps, and victory is assured **[8]**.

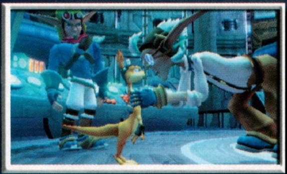
Ashelin shows up while Jak, Daxter and Keira are celebrating back at her Race Garage. She gives him props for his racing skills, making it very uncomfortable for him in front of Keira. The claws come out as the two are introduced. Ashelin tries to explain to them that she is different than her father, the Baron. Ever since she was a little girl, she's wished for a better future for the City. Before she can go into any more detail, she tells Jak that the Krimzon Guard are still hunting for him, and she can't do anything to protect him from Erol, the Baron's right hand man.

Exit the Race Garage and grab a Zoomer outside the Stadium. Jak & Daxter still have a few destinations to hit.

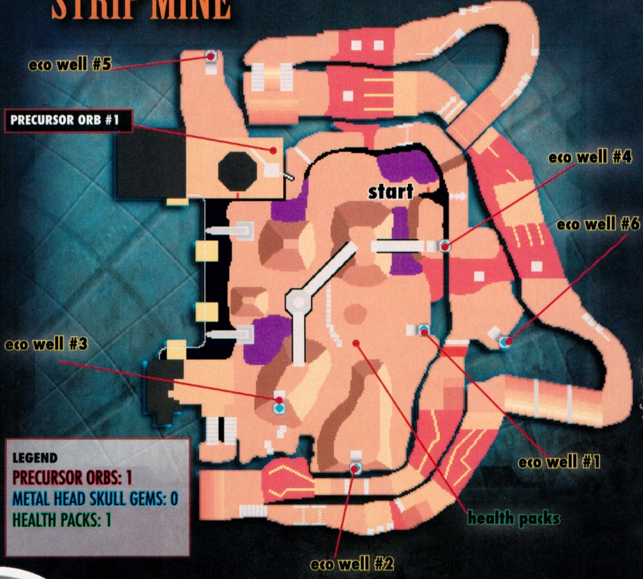
Vin: Continued on next page.
Sig: Turn to page 132.

MISSION: BLOW UP STRIP MINE ECO WELLS

MISSION DESCRIPTION: When Jak arrives at the Power Station, he finds a frantic Vin hovering about its many consoles and controls. Apparently, there is still trouble at the Strip Mine, and Vin feels the Baron has set him up. It seems the Eco Wells the Baron had him drill are not really pumped into the City. Instead, these open Wells are just bait for attracting Metal Heads! Jak & Daxter have to close them off using highly unstable Plasmite Bombs — dropping one into each Well will do the trick. Of course, Daxter accidently arms the whole lot of them, giving Jak only 2:00 minutes to drop all six into the corresponding Wells.

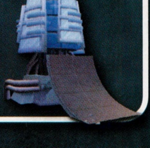


STRIP MINE

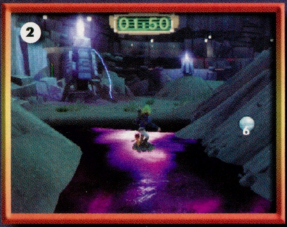


LEGEND
PRECURSOR ORBS: 1
METAL HEAD SKULL GEMS: 0
HEALTH PACKS: 1

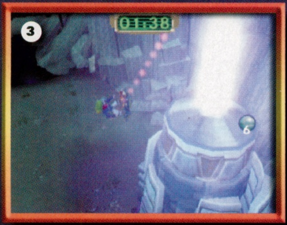
ECO WELL:
These Wells, bored deep into the ground, are spewing out beacons of Eco into the atmosphere, attracting Metal Heads to their location. The only way to destroy the Wells is to drop a Plasmite Bomb directly into each one. To do this, Jak will be required to ride the ramp at the base of each Well using his JET-Board, then jump at the top (press the X button) to toss the Bomb into it. Make sure you press the X button at the top of the ramp, as Jak needs to get high enough to reach the top of the well.

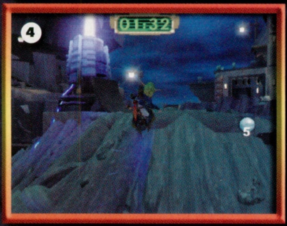


According to Vin, the six Eco Wells the Baron had his team drill are just bait for drawing more Metal Heads. Jak & Daxter are going to have to locate the six Eco Wells and drop a Plasmite Bomb into each one in two minutes time. This level requires Jak to use the JET-Board, hop on and get going! [1]

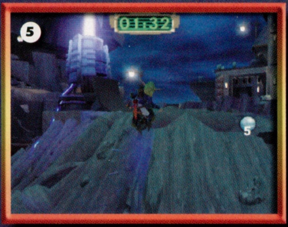


ECO WELL #1: The location of the six Eco Wells are displayed on the Map Screen in the Options Ring (as well as above). Chart your path then go for the first one. We suggest taking an immediate left over the Dark Eco lake and head for the Eco Well against the back wall **[2]**. Aim for the ramp at the base of the Well, then jump at the very top of the ramp – Jak will take care of the rest. If you don't get high enough on your first attempt, turn around and try again. When he drops the Bomb into the Well, the stream of Eco coming from its top will change color from blue to purple **[3]**.



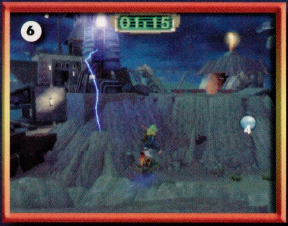


ECO WELL #2: As soon as Jak hits the ground, turn left and head for the second Eco Well, which is at the end of a path up on the hill **[4]**. JET-Board up the hill and make a beeline for it – you should have at least 1:30 seconds left when you get there. Jump at the top of the ramp and Jak will drop the second Plasmite Bomb inside it **[5]**.

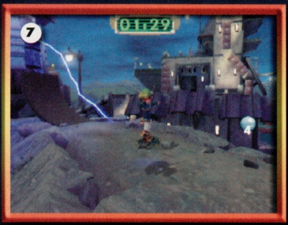


TIP

Don't' forget that Jak can get a Speed Boost by pulling off a 360 degree Spin with the JET-Board.

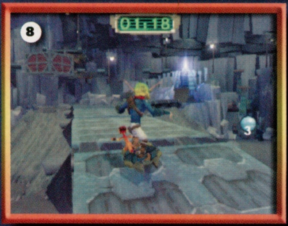


ECO WELL #3: As soon as the second Eco Well is taken care of, take an immediate left and drop down the hill then up the next where the third Eco Well is located **[6]**. Make a sharp turn once Jak is on top of the hill and aim for the ramp. Jump at the very top and Jak will drop a Bomb inside – three down, three to go! There should be at least 1:10 seconds left on the timer **[7]**.

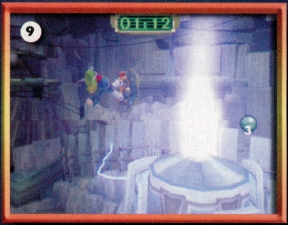


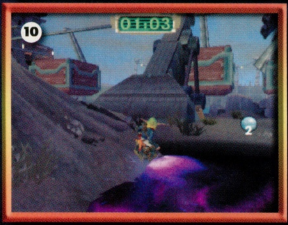
TIP

To help you steer the JET-Board onto the Wells, make sure to rotate the camera and keep it behind Jak using the right analog stick.

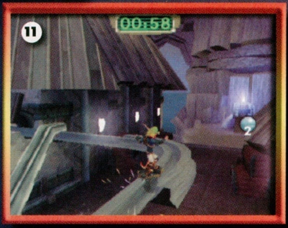


ECO WELL #4: When Jak comes down from the third Eco Well, stay up on the pathway and follow the connecting platforms, which will lead Jak to the fourth Eco Well **[8]**. Jump at the top of the ramp and Jak will drop another Bomb. At this point, you should have approximately 1:00 minute left **[9]**.

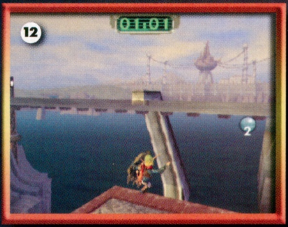


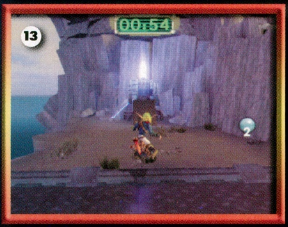


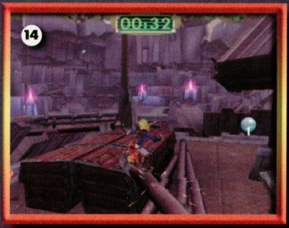
ECO WELL #5: The fifth Eco Well is off in the distance, diagonally to the left and on top of the platform by the mine carts. To get up there, drop back down to the ground, then head over the Dark Eco lake

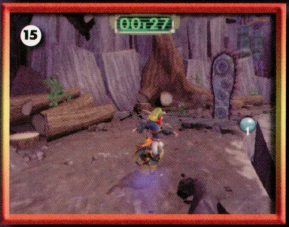


and toward the right support beam **[10]**. Ride the support beam up to the mine cart and either jump at the top and Grind the rail, or time your jump to land on one of the carts **[11]**. If you do the latter, make sure to quickly get off the JET-Board so as not to fall off the small moving cart **[12]**. Once on the platform, head straight for the fifth Eco Well and drop a Bomb into it. You should have at least :30 seconds left on the timer **[13]**.

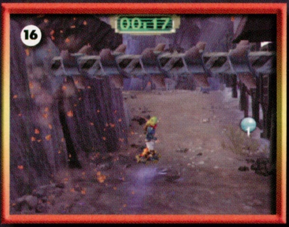


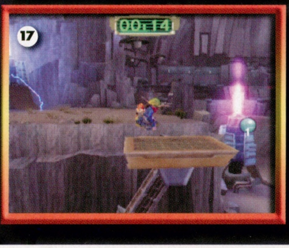


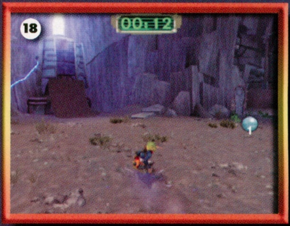




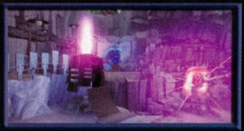
ECO WELL #6: The sixth and final Eco Well is way off to the West and Jak will have to navigate a gauntlet of hazards to get to it. Start by Grinding the pipe over the crates and jumping off the platform over the roof and down onto the path below **[14]**. Follow the path, avoiding the saw blade and jumping over the first small gap **[15]**. The next hazard is a moving, rotating spiked bar. Time your jump over it as the last possible moment. Follow the path up as it ramps upward, either ducking or jumping the drill bits boring into the side of the mountain **[16]**. This next jump can be tough. Ahead is a large gap with a moving platform in the middle. Anticipate which way it will be moving when Jak gets to it and jump a little bit in front of it to land safely **[17]**. When you land on it, jump Jak a second time from its edge to get over the ledge beyond. The final Eco Well is just to the left in this area. Head up the ramp, jump at the top, and Jak will toss the final Bomb inside, hopefully with time to spare **[18]**.



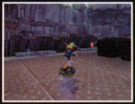




By the skin of their teeth, Jak & Daxter manage to dump the Plasmite Bombs into the six Eco Wells in two minute's time. The Bombs go off, blowing the Wells sky high, and sending debris raining down on the two.
Daxter, as always, seems to be in the wrong place at the wrong time.



Precursor Orb



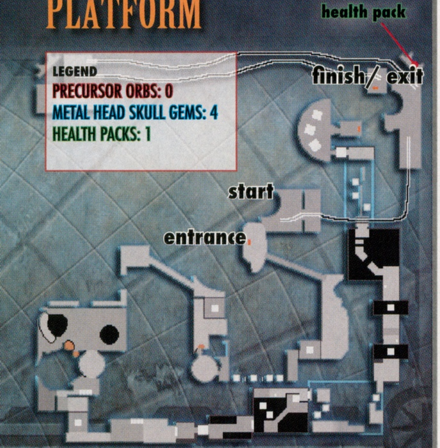
Before taking the Warp Gate back to the Power Station, there is one more Precursor Orb that can be obtained. Ride back up the mine cart support beam and up to the platform above. Around the back side of the platform behind the Warp Gate, Jak will find the Orb tucked away between some crates and the roof.

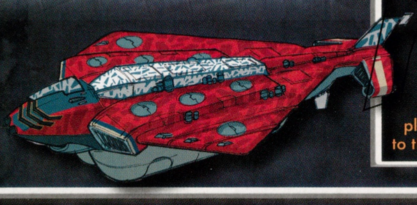
Jump through the Warp Gate up here and back to the Power Station for your next mission.

MISSION: DESTROY SHIP AT DRILL PLATFORM

MISSION DESCRIPTION: When the two get back to the Power Station, they stop to chat with Vin, who is looking as nervous and jumpy as always. Kor interrupts the conversation, talking about the Metal Head's awesome destructive powers and the need to replace Praxis before it is too late. He then tells Jak & Daxter that the Underground has word that the Baron is sending one of his Tankers to pick up a load of ill-gotten Eco and wants them to go out to the Drill Platform through the Warp Gate and knock out the ship.

DRILL PLATFORM

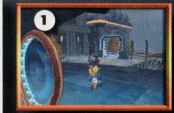




NEW ENEMY

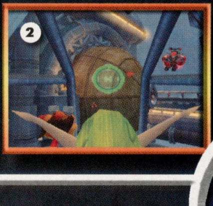
Baron Supply Tanker

If you look carefully, you can find this huge monolith of a ship hovering in the skies above Haven City. The pride of the Baron's fleet, this Supply Tanker comes stocked with sentry cannons, wing-mounted lasers and motion-tracking machine guns. While the Supply Tanker is bulky and slow moving, it can cycle between its varieties of weapons with ease, making it tough to target each one while suffering damage. Adding to the difficulty, the Supply Tanker is constantly moving up and down, making it even tougher to keep the Gunpod's lasers trained on each weapon before it retracts and a new one appears. The only way to bring this sucker down is to concentrate on each of its guns, shooting them with a barrage of laser fire while they are exposed, and staying with them as the Tanker moves up and down, until they explode. When enough of its weapons have been destroyed, the Supply Tanker will implode and go crashing down to the ground below.



Hop through the Warp Gate inside the Power Station to be whisked back to the Drill Platform. The makeshift bridge from the fallen crane is still standing, but Jak is more interested in the Gunpod down on the platform to the left. Head over to it and press the Triangle button to hop in **[1]**.

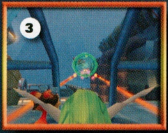
Once inside, the Gunpod starts to move along the track to which it's attached. The electric security force field blocking the gate in front of it disperses, allowing the Gunpod and its occupants to pass through. As soon as they are on the other side, an arrow appears, leading Jak to his first target. Just like the last time the two were at the Drill Platform, Jak & Daxter are going to have to fend off attacking waves of jet-propelled enemies, except this time they are shooting at Hover Guards – hovering Krimzon Guards with machine guns attached to their jet packs **[2]**.



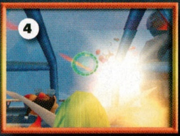
NEW ENEMY

Hover Guards

Equipped with the latest in jet-propelled backpack technology, these airborne Krimzon Guards can fly and hover, swooping in to attack with their rapid-fire machine guns, then darting away to avoid return fire. While their armor is no match for the Gunpod's lasers, and they are not particularly the most accurate shooters, they rely on sheer numbers to overwhelm their targets. The best way to deal with attacking Hover Guards is to focus on the closest and most immediate threat, following the Gunpod's arrow to the nearest target, and completely eliminating it before moving on to the next.



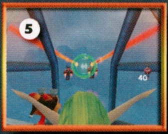
This moving Gunpod controls the same way as the ones did earlier. Just follow the arrow to the nearest target; it will change color from green to red when there is imminent danger. As before, the Gunpod's lasers can also overheat, indicated by the meter in the inner circle, which will turn from yellow to red as it fills. Try to keep an eye on it, sticking with controlled, short bursts rather than continuous fire **[3]**.



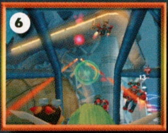
The first wave of Hover Guards comes from all sides. Stay focused and eliminate them methodically, taking each one completely out before moving on to the next. They are quick and will dart around, attempting to avoid your fire while sending some of their own Jak's way. Make sure you follow each Guard with the arrow until you are sure they have been eliminated – they take approximately three hits to finish off **[4]**.

TIP

Some of the Hover Guards might careen off to the side or purposefully drop underneath the Gunpod's tracks. Keep track of them when this happens, and wait for them to appear on the other side to finish them off.



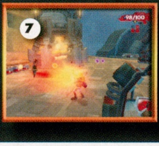
As soon as the first wave of Hover Guards has been eliminated, a Hover Guard Indicator appears on the right side of the screen. Jak has to take out a whopping 40 more in order to move on! Be ready! **[5]** They come in fast and furious, in waves numbering three to five. If you don't quickly eliminate one wave, another will appear to join the fray. Stay focused, concentrating on one Hover Guard at a time, and watch your lasers – you don't want them overheating **[6]**.



TIP

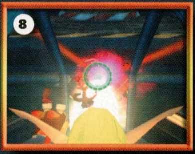
Keep an eye on the Gunpod's damage meter. While you will definitely take some hits, as long as you have even one section left by the time all 40 Hover Guards are eliminated, you will be all right. There is a fresh Gunpod just past the next security gate.

Once all 40 Hover Guards have been eliminated, the electric force field blocking passage through the next security gate deactivates, allowing the Gunpod to move through and onto the next platform. There is a pack of Roto-Blades waiting for the two when they hop out, so quickly equip the Scatter Gun and send 'em packing **[7]**.

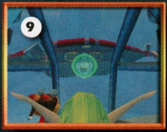


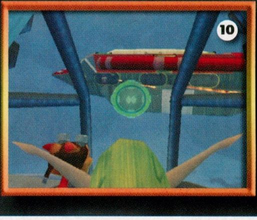
TIP

There is a Krimzon Guard Crate with a Health Pack inside it on the platform diagonally to the right of the second Gunpod. Hop over and grab it before getting in the Gunpod.

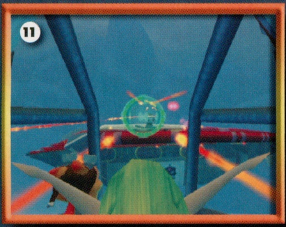


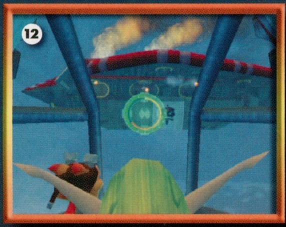
The next Gunpod is ready and waiting. Hop inside and it will start moving along the next section of track. As soon as the two get inside, the arrow will already be alerting them to an immediate threat **[8]**. While the few Hover Guards that appear behind you definitely need to be destroyed, a much bigger target will have entered the picture – the Baron's Supply Tanker. As soon as the music picks up, turn your attention to the Tanker, which is on Jak's right (if he is facing forward) **[9]**.



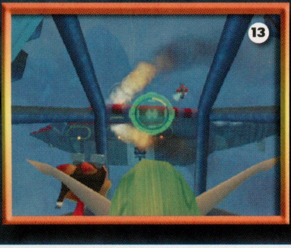


The Baron's Supply Tanker has 11 different stations from which its guns will appear. There are four on top of the Tanker, another four underneath the wing, and three more that will appear from behind windows on its side. Only one gun will appear at a time, and it will stay visible while it's shooting at Jak & Daxter for approximately seven seconds **[10]**. Concentrate on each one as it appears, trying to anticipate the Tanker's sporadic movement, keeping the targeting cross hairs a little ahead of where the Tanker is moving. This way, the lasers will make constant contact with the target instead of missing it **[11]**.


11

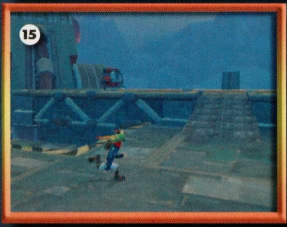

12

As you destroy each gun, watch carefully for the next to appear. Some are small and hard to see in the darkness, giving the Supply Tanker the advantage **[12]**. Also watch for the arrow to appear. When it does so, only go after the Hover Guard once you've destroyed the current gun that is exposed **[13]**.

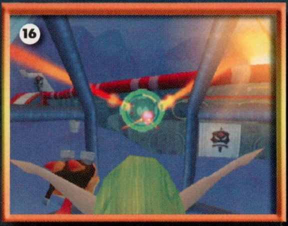

13

When eight of the guns have been destroyed, the Supply Tanker disappears from view and the Gunpod moves on to the next section **[14]**.

14

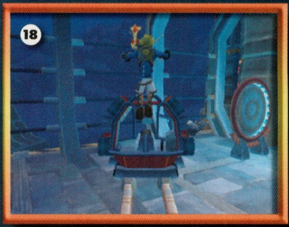

15

Hop out of the Gunpod when it stops and Double Jump from ledge to ledge. On the other side, follow the ramp up to a third Gunpod at the top of the platform **[15]**. Hop in and prepare for another gun battle. Once again, a few Krimzon Hover Guards appear to throw Jak & Daxter off their real target, the Baron's Supply Tanker, which has returned for another go. This time it is on Jak's left, targeting him with its working set of weapons on its other side **[16]**.


16

Repeat the process of shooting its guns as they appear from the various locations on its top, wing and side. This time, the guns appear and disappear a bit faster, so it will take a steady aim to destroy them before they retract. Continue to concentrate on taking each out, only going after the Hover Guards in between, until you have destroyed another 12. When the last gun has been destroyed, the Supply Tanker will go crashing down to the earth below. That's one for the Underground! **[17]**

17

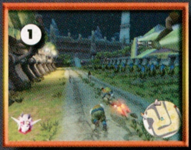

18

The Gunpod shuttles Jak & Daxter to their final platform, where a Warp Gate is waiting. As the two hop out, Kor congratulates the two, telling them without Eco, the City will topple and the future will be in their hands. Jump into the Warp Gate back to the Power Station and out to the City for your next destination **[18]**.

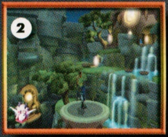
Sig: Continued on next page.
Onin: Turn to page 134.

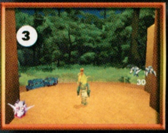
MISSION: HUNT HAVEN FOREST METAL HEADS

MISSION DESCRIPTION: Back at the Hip Hog, Daxter tells a tall tale of his latest encounter with a pack of ten no, TWENTY Metal Heads. Sig's impressed enough to give him a new mission. It seems Combat Metal Heads have been spotted in Haven Forest, and these new bad boys have special camouflage that makes them tough to spot. He's sure, what with Daxter's "killer instinct" and all, that he'll manage just fine. To accomplish the mission, Jak & Daxter are going to have to venture back to Haven Forest and root out these cloaked beasts.

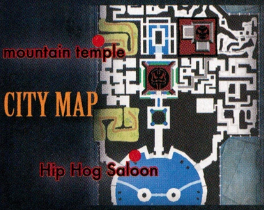


Head outside, grab a Zoomer, and follow the Temple Mountain Icon on the City Map to the next location. Haven Forest is the wooded area where Jak & Daxter had to chase down the Drag-Heads for the Shadow earlier. Now it seems it's infested with Metal Head Cloakers. The Temple Mountain is located Northwest of South Town's Port, in the Farm Area of Haven City **[1]**.





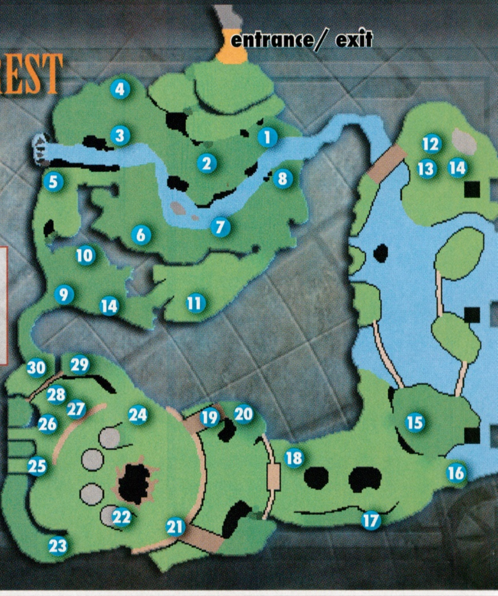
Once on the Mountain, take the Warp Gate to get up top. Just as before, follow the path around to the right and then hop on the Precursor Platform to be shuttled to Haven Forest **[2]**. As soon as the two arrive, a Cloaker indicator will be displayed on the right side of the



CITY MAP

HAVEN FOREST

LEGEND
PRECURSOR ORBS: 0
METAL HEAD SKULL GEMS: 30
HEALTH PACKS: 0



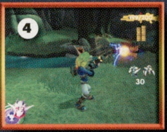
30 Metal Heads *
* Location at start of the mission

NEW ENEMY

Cloakers

Cloakers are Metal Head creatures that have the ability to render themselves nearly invisible, making them all but impossible to spot. Using cloaking technology, they can move about freely, without much fear of detection. However, they are not completely invisible, as they can be spotted from the glow of their Metal Head Skull Gems, and their cloaking suits give off a faint yellow tint when close by. There are two surefire ways of tracking Cloakers down: The first is by pinpointing their locations on the Map (displayed by flashing green dots). The second is by watching for the location of where their Eco beams are being fired. Just follow the beam to its point of origin and you will find a Cloaker at the other end. Always on the move, these beasts take three shots to eliminate and, after the first two hits, their cloaking devices will be destroyed, revealing the creature underneath. Stay on the move yourself, not giving them a chance to get a bead on Jak, and track them down one at a time until they have been eradicated from Haven Forest. The Blaster is the best weapon for choice here, as its long range capacity will help target them from far away.

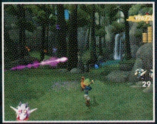
screen. There are a total of 30 Cloakers in the Forest, which include a few Crab-Heads **[3]**.

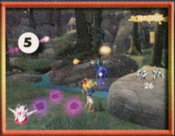


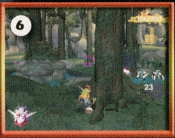
Since the Cloakers are always on the move, it's impossible to display their correct locations on the Map we have provided. The call outs you see above relate to their general positions when you begin the level. They will generally stay in their areas though, and only sometimes migrate through the tunnels from one section of the Forest to another. Equip the Blaster and start with the immediate area below the entrance to the Forest, locating the first batch. This particular area is divided by the stream that runs through it **[4]**.

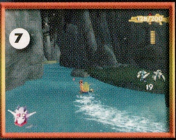
TIP

Make sure you continually refer to the Map on the Options Ring, as it will give you the most accurate location of the Cloakers. If you prefer not to interrupt the game by checking the Map, remember you can also calculate the position of each Cloaker by where their Eco beams are originating. Follow the fire to its point of origin and you will find a Cloaker at the other end.

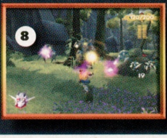




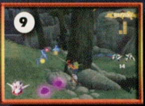




Once the immediate area is clear, head across the stream and track down the rest **[5]**. Make sure to stay moving, as the Cloakers will be firing from all sides – a moving target is much more difficult to hit than a stationary one. Also, try and use the environment to your advantage. Trees, rocks, and other environmental objects will provide cover from the Metal Head fire **[6]**. There are a total of 11 in this first section of Forest. When they've all been eliminated, take the tunnel on the East side of the Forest (the one with the stream running through it) and head into the next section **[7]**.

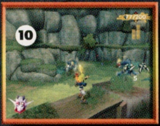


Once in the next section of the Forest, you should find three Cloaked Crab-Heads up on the grassy ledge to the left of the stream – stay back to avoid being hit by their fire and take them out with the Blaster **[8]**. When they have been cleared, locate the next batch, which should be South of that location. There also should be a large concentration of them toward the Southwest side of the Forest, up above on the area surrounded by the wooden wall. Methodically locate and take out all the Cloakers you can find **[9]**.

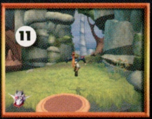


TIP

Running low on Ammo? There are a few Krimzon Guard Crates against the mountainside here that will help replenish Jak's stores.



There are three more Crab-Heads on this end of the Forest as well. Stay as far back as possible and shoot them down. At this point, you should have made a fairly complete sweep of the Forest and found most of the Cloakers. Double check the Map to see where the last few are located, then track them down. A few might have moved into the first section during your sweep **[10]**.



When the last has been located and felled, Sig communicates his appreciation and frank surprise to the two. Head back to the Precursor platform and return to the Temple Mountain Warp Gate **[11]**.

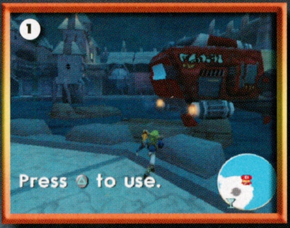
Once back in the City, grab a Zoomer and hightail it to your next destination.

MISSION: GET SEAL PIECE AT DIG

MISSION DESCRIPTION: Jak & Daxter return to Onin's Hut in the Bazaar to find her entertaining the Shadow. Through Pecker and the Shadow, Onin tells Jak he must find the Tomb of Mar. Even though the Baron is desperately searching for its location, only the one true heir can open its Seal. The Shadow believes the Kid is the key, and the prophecies say that the true heir must face the Trials of Mar in order to find the Precursor Stone — a powerful and ancient stone containing vast amounts of Eco energy, which can be used for great good... or great evil. Of course, the Baron wants the Precursor Stone for himself, so he can use its power to rule the world. In order to locate Mar's Tomb, Jak must go to the Dig and find the Lurker Totem — a piece to the Seal of Mar is contained within its ancient carvings. All three pieces of the Seal must be found to open Mar's gate into the canyon.

The most direct way to get to the Dig is to take the Air Train in the middle of the Port. Follow the Air Train Icon on the City Map to get to its location. When you get to the Air Train, approach it and press the Triangle button to be swept away to the Dig **[1]**.

THE DIG



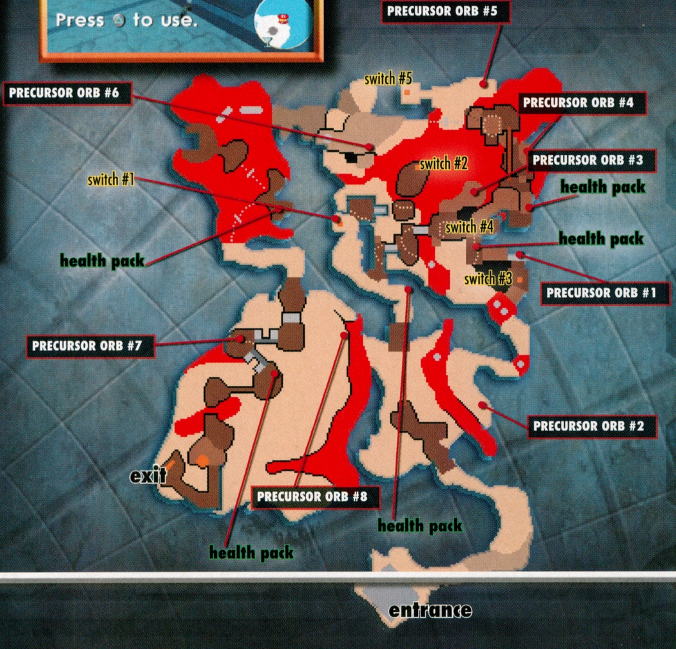
Press ◎ to use.

LEGEND

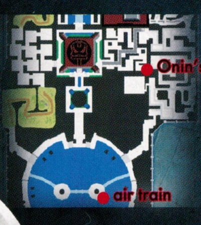
PRECURSOR ORBS: 8

METAL HEAD SKULL GEMS: 70

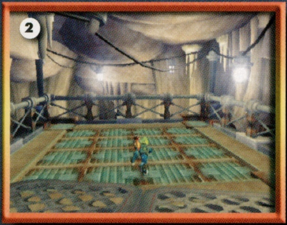
HEALTH PACKS: 5

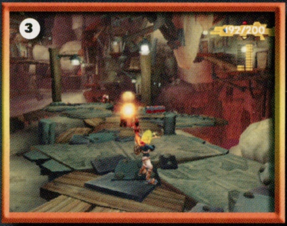

PRECURSOR ORB #5
switch #5
PRECURSOR ORB #6
PRECURSOR ORB #4
switch #2
PRECURSOR ORB #3
switch #1
health pack
switch #4
health pack
health pack
switch #3
PRECURSOR ORB #1
PRECURSOR ORB #7
PRECURSOR ORB #2
exit
PRECURSOR ORB #8
health pack
health pack
entrance

CITY MAP


Onin's hut
air train

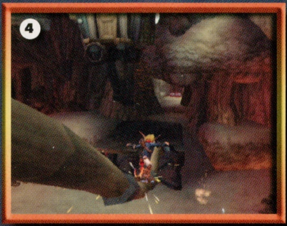
When Jak exits the Air Train, he will be facing the cave that leads inside the Dig. If you recall, Jak & Daxter were here earlier when they had to break the cables free in order to destroy the large Drill. This time, they are looking for a Lurker Totem somewhere deep inside. Hop on the elevator at the cave entrance and take it down **[2]**.





Not too far inside the cave entrance, Jak & Daxter will encounter a pack of Stingers that come out of the ground. Have the Blaster ready before they get close enough to attack with their sharp tails. Keep the Blaster equipped and edge toward the opening into the Dig. There are a few Swipers along the makeshift walkway that will need to be eliminated **[3]**.

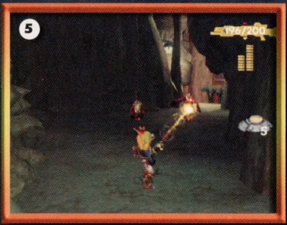
The ground below in this immediate, large, open underground area is completely cordoned off with sharp, spiked logs that will keep Jak & Daxter from exploring the area to the West. At the end of the walkway, there is a rail which the two can Grind using the JET-Board to get to the entrance below. Hop on and ride it down to the other end but, before going through the entrance and into the next section of the Dig, drop down to the ground and take out the Stingers that appear. As soon as they are eliminated, hop back up to the entrance and head into the next section of the Dig **[4]**.



TIP

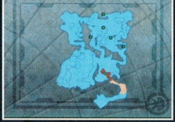
It's a good idea to keep the Morph-Gun equipped at all times inside the Dig, as it is infested with all kinds of Metal Head creatures, including Stingers, Swipers and Slingers. Be ready to return fire at a moment's notice.

Just inside the next section, Jak & Daxter will encounter a few more Stingers, as well as a couple of Swipers. Clear the whole area of enemies, then take note of the Switch Indicator that has shown up on the right side of the screen. In order to locate the Lurker Totem, Jak & Daxter are going to have to find and activate five Switches, which, in turn, will raise a column that will allow them to get to an otherwise inaccessible area **[5]**.

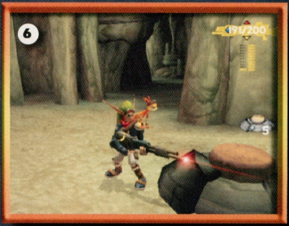


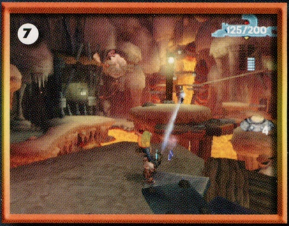
TIP

The five Switch locations can be found on the accompanying Dig Map we have provided, as well as on the Map screen in the Options Ring.

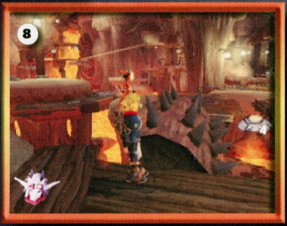


SWITCH #1: The first Switch is in the immediate area, just around the corner to the left from where the two Swipers were lurking. To activate it, execute a Super Dive Attack. As soon as Jak does so, the column in the next area raises just a little bit **[6]**.

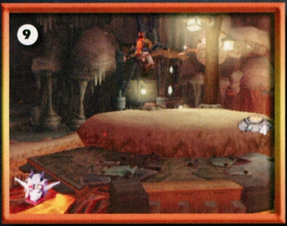


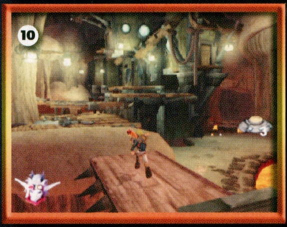


There is a raised platform just in front of the first Switch. Jump up to it, then pull out the Vulcan Fury and locate the Slinger not too far off in the distance on an adjacent platform. As soon as it is in Jak's sights, fill it full of lead **[7]**. The rest of the four Switches are presumably in this large underground room. To navigate its length, Jak & Daxter are going to have to use the various walkways and platforms. In addition to Metal Head enemies, be on the lookout for hazards and pitfalls, as they are everywhere. The first hazards are these unassuming log bridges. If you patiently stand next to one for a moment, you will see that they rotate to expose their undersides, which are riddled with sharp spikes. The two will have a mere three seconds to cross one before it begins its revolution. As soon as it starts to shake, you don't want to be anywhere on it **[8]**.

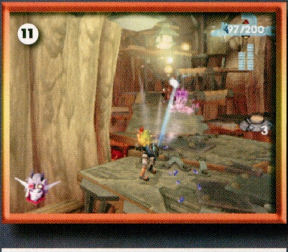


SWITCH #2: Run across the log bridge when it's safe, then jump over to the platform to the left, where you just took out the Slinger. Once there, Jak will find the second of five Switches. Pull out the Super Dive Attack to activate it and raise the column a little bit more **[9]**.



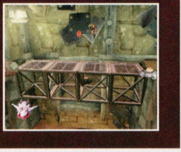


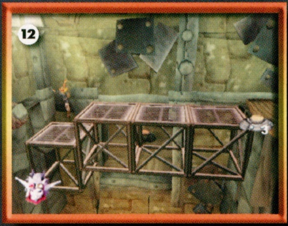
Jump back over to the main walkway and follow it straight across, jumping the small gap. To the right is another rotating log bridge, which leads into the tunnel entrance from which the two came. To the left is also a rotating log bridge, which leads further into the large, underground room. Take the log bridge to the left **[10]**. Up here, Jak & Daxter will be accosted by a few more Swipers and another Slinger up on a platform to the left. Use the Vulcan Fury to eliminate them quickly, then turn around and take the walkway to the right **[11]**.



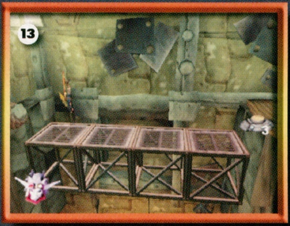
Precursor Orb

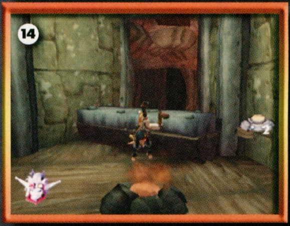
There is a Precursor Orb up here, hovering above this metal grated bridge. Jump up to grab it.



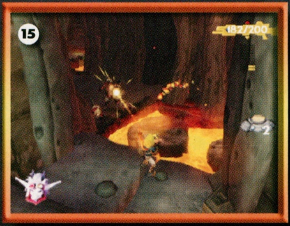


SWITCH #3: You might have noticed that the third Switch was revealed when Jak & Daxter walked on to the metal grated bridge. It is located just beneath the bridge, in a small tunnel. To get to it from here, Jak can use his Super Dive Attack move to drop down each of the four sections of the bridge. If he drops the same one more than once, without equally dropping the others, the whole thing will collapse, sending Daxter and him into the lava below. Start with the left-most section and drop it once **[12]**. Continue from left to right, dropping each section once, until they all have been dropped down one time. Repeat again, starting from the left, and drop them down a second time **[13]**. When at least the left two have been dropped down twice, Jak will be able to get into the tunnel and activate the Switch, raising the column a little bit more **[14]**.



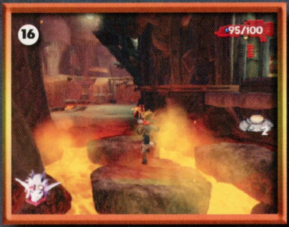


Instead of returning the same way, head out of the tunnel through the opposite side. There are a few platforms in the lava flow below that Jak & Daxter can use to get across. Instead of taking a right and heading back into the large room, first take a left and get rid of the Swipers. There is a second Precursor Orb not far off that's worth getting **[15]**.

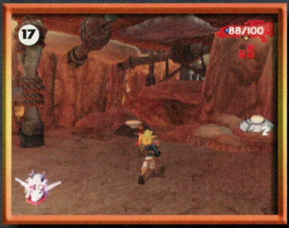


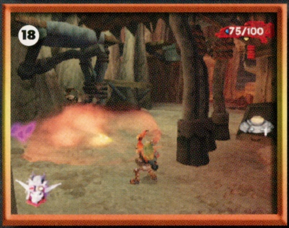
Precursor Orb

Follow the tunnel around to the left, Double Jumping onto the platform in the lava flow and then across back into the first section of the Dig. The Precursor Orb is at the top of the ramp around the corner to the left. Follow the steep ramp all the way up to the top and your efforts will be rewarded.



SWITCH #4: Retrace your steps back into the tunnel and across the next two platforms back into the large underground room **[16]**. A pack of Stingers and the fourth Switch are down here. Keep the Scatter Gun or Blaster equipped and take out all of the Stingers you can find, then pull out a Super Dive Attack on the Switch underneath the walkway to the right to raise the column yet again **[17]**.

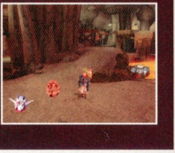




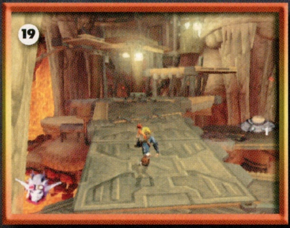
To get back up to the walkway, you can either use the platform next to the Switch, or another across the lava flow to the left. It's a good idea to jump across the platform and clear out the ground area of Stingers in order to collect all the Metal Head Skull Gems that you can find before moving on. Either way, get back up to the main walkway to continue on **[18]**.

Precursor Orb

Right before you arrive at the intersection where you took a right earlier to get the first Precursor Orb (the one above the metal bridge), take a left and drop down to the ground – you will know you are in the right place if you are next to a large tree in the center of the room. Down here, at the base of the tree, is a Precursor Orb. Grab it, then Jump back up to the walkway.

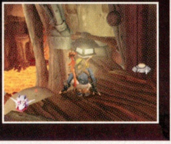


This time, take a left at the intersection where you took out the Swipers and Slinger earlier. A few Double Jumps will get Jak up to the highest platform. Before breaking out the JET-Board and Grinding down the rail to the next section, there are a few tasks that need to be taken care of **[19]**.

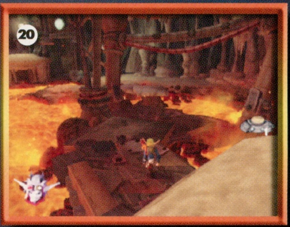


Precursor Orb

From this high vantage point, walk to the right edge of the platform and look down. There is a fourth Precursor Orb on the ground below and you should just be able to see the small ledges that will lead the two to it. Take a leap of faith and drop down to the first ledge, then hop down to the Precursor Orb.

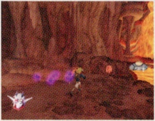


Instead of jumping back up to the platform, jump down from the ledge where you found the Precursor Orb to the walkway in the lava below. This walkway will lead underneath another platform (the lower one connected by the rail) and across to solid ground. Break out the Blaster and target the Stingers that are waiting for the two on the other side **[20]**.

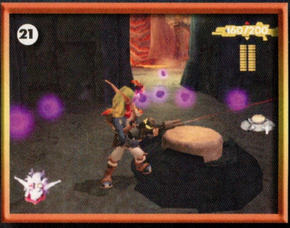


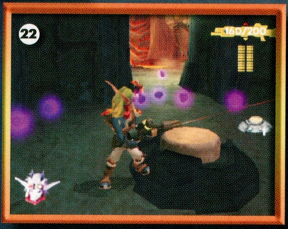
Precursor Orb

In addition to the never ending horde of Stingers coming from the ground, there is a Precursor Orb near the lava waterfall to the right.



SWITCH #5: The fifth and final Switch is also down here on the ground. Double back and head into this small room. In addition to the various Krimzon Guard Crates inside, you will find the last Switch. Activate it and the column will now be high enough to let Jak & Daxter gain access to the ledge above it **[21]**.

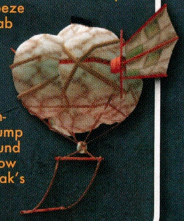




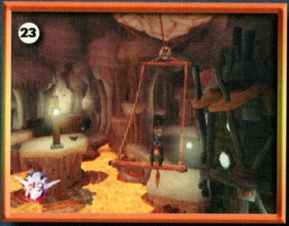
Now it's time to return to the highest platform, using the walkway across the lava, and then taking the steps up to it. When Jak gets to the top, use the JET-Board to Grind down the rail to the next platform. As soon as the two hit solid ground, quickly hop off the Board so as not to overshoot the platform and fall into the lava. From here, Double Jump Jak up to the platform above, then get ready to ride the Balloon Lift down to the next area where the column is **[22]**.

BALLOON LIFT

These inflated Balloons, operated by indentured Lurkers, have small trapezes attached to them that are used to deliver the Dig's workers from one hazardous, lava-filled area to the next. To use one, wait for it to approach and its wooden handle to swing in your direction. As soon as it does, execute a Double Jump toward the trapeze and Jak will grab onto it. To get off of one, wait for it to descend to its lowest point, then execute another Double Jump toward the ground or platform below when you see Jak's shadow.



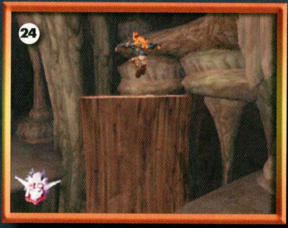
From up high, wait for the Balloon Lift to approach. When it is at its highest point and the trapeze begins to swing Jak's way, execute a Double Jump toward it. To be on the safe side, pull off a Spin Kick at the end to get a little more air time for Jak to grab the handle. Ride it down to the ground below, then execute another Double Jump to get off of it **[23]**.



TIP

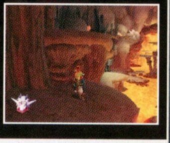
Don't worry about missing this first Balloon Lift and falling into the lava. There is a safety platform underneath that will catch Jak's fall if you undershoot it.

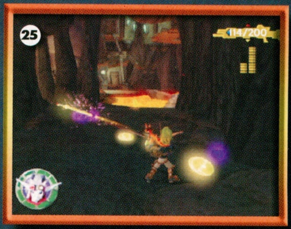
Be ready for a pack of Stingers, as well as some Swipers in the area surrounding the column. Clear a path through the Metal Heads and then head up the ledges to the top. Before jumping onto the raised column and into the area just above it, use it to cross the gap to the left **[24]**.



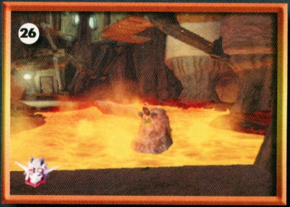
Precursor Orb

Around the corner to the left and on the higher ledge is the sixth Precursor Orb. To get up to the high ledge, execute a Super High Jump.

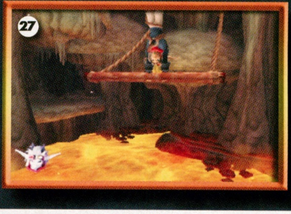




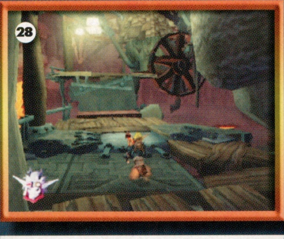
Return to the raised column and jump up to the next area – another pack of Stingers will attack. This next room is filled with boiling, bubbling lava. Jak is going to need to navigate through and around it, then up to the higher walkways above **[25]**. Start by executing a Rolling Turbo Long Jump onto the first of two long rock formations at the room's entrance. Like the smaller platforms, these two formations will start to sink once Jak & Daxter are on them. Quickly run across its length, Double Jump over to the second formation, then execute another Rolling Turbo Long Jump onto the ground beyond. Be prepared for a second attack of Stingers here **[26]**.



Follow the ramp up to the next platform, then Double Jump onto the trapeze of the Balloon Lift when it swings Jak's way. Wait for it to take him all the way over to the next platform, then Double Jump off when it swings forward. There is a second Balloon Lift here that will take Jak around to a tunnel entrance to the left. Stay on it as it swings twice, then Double Jump and Kick Spin off of it when it swings all the way forward **[27]**.

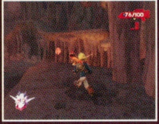


Head through the tunnel and into the next room. Before continuing on across the walkway, there are two more Precursor Orbs to nab **[28]**.



Precursor Orb

From the entrance to this next room, take an immediate right and drop off the walkway to the ground below. Be ready for a pack of attacking Stingers down here. If you follow the wall along to the right, you will find the Precursor Orb at the end of the path overlooking a lava flow.



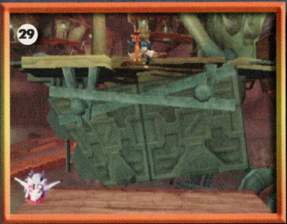
Precursor Orb

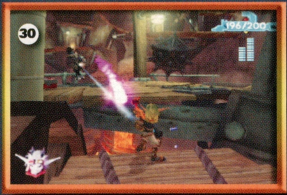
Head the opposite way, staying on the ground level, and following the wall to the left. Up on the path in front of a wooden doorway is the eighth Precursor Orb.

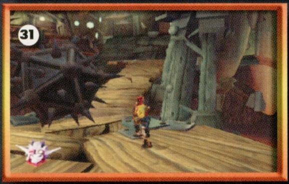
TIP

Want a few more Metal Head Skull Gems? Explore the large ground area down here, as there are multiple Stingers burrowed in the dirt that will come out to greet Jak & Daxter. Just be careful of falling rocks from above and the lava flows surrounding the area.

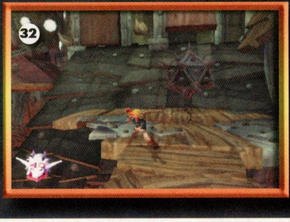
Return to the walkway and then quickly use the Super High Jump to get up to the next ledge as soon as the log bridge has rotated **[29]**. From here, hop on to one of the revolving mill's platforms, and ride it around to the next ledge. There is a second mill here, with a Slinger waiting for the two at the top. Quickly hop on to one of its platforms and equip the Vulcan Fury. When the platform rotates the two so that they are in view of the Slinger, start shooting and don't stop until it is completely eliminated. If you need it, grab the Health Pack from the Krimzon Guard Crate up top, then get ready to do some quick footwork **[30]**.

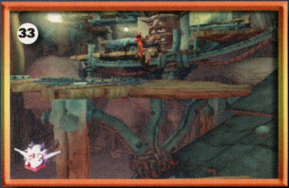






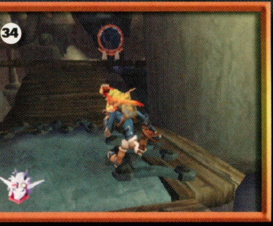
The ramp leading up to the next walkway is actually a chute for huge, spiked boulders. Stay back and watch their pattern. The large one comes through the chute every five seconds, while the smaller come out of the chute to the right of the first every two seconds **[31]**. Wait for the large boulder to pass Jak by, then quickly run up the ramp and then to the safety of the platform in between the two chutes before the next boulder comes bounding out. You should have just enough time to make it up there before the next appears **[32]**. Take a breather for a moment, then execute a Double Jump with a Spin Kick to get up to the next walkway just as the smaller boulder passes by. Hop up to the next platform to reach their ultimate goal – the Lurker Totem **[33]**.





Daxter decides that Jak should be the one to approach the Totem and grab the Seal this time. Welcoming the challenge, Jak climbs up to the top and pries it loose, only to knock off the Totem's fish head, which goes crashing down and straight onto Daxter. Seems the furry guy just can't win.

Now that they have the Seal Piece, it's time to return to the City. Thankfully, they won't have to go too far to get back. Jump up to the ledge to the left of the Totem, then follow the walkway as it curves around to the right. There is a Warp Gate at its end which will return the two directly to the Power Station **[34]**.

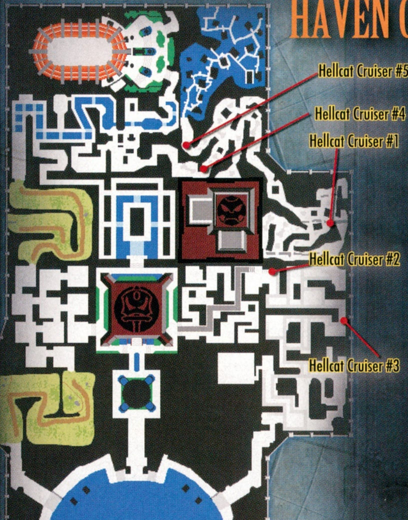


Head back outside, grab a Zoomer, and make your way to the next destination.

MISSION: DESTROY 5 HELLCAT CRUISERS

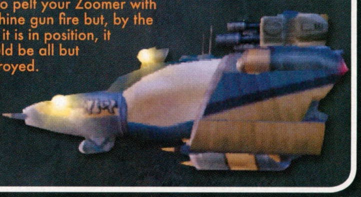
MISSION DESCRIPTION: Back at Torn's Hideout, the gruff Resistance leader tells Jak that whatever he's been doing is getting the Baron very upset. To retaliate against Jak & Daxter's meddling, the Baron's brought in Hellcat Cruisers, making the streets dangerous for the Underground. They've already lost five men this week. While Jak isn't so concerned with the Underground casualties, he's happy to throw another wrench in the Baron's works. To complete the mission, Jak is going to need to bring down five Hellcat Cruisers.

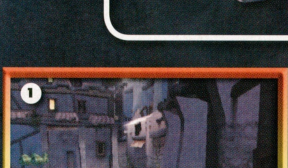
HAVEN CITY



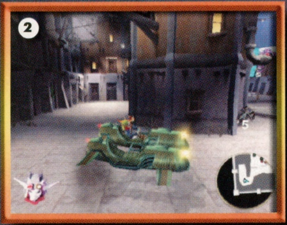
HELLCAT CRUISER

Similar to the large, red Krimzon Guard Cruisers, these yellow Hellcat Cruisers can move at higher top speeds, making them harder to chase and bring down. They are also equipped with both front and rear-mounted machine guns, making both frontal and rear-attacks tough, but not impossible. The best way to down a Hellcat Cruiser is to hop into one of the larger and more solid Zoomers, then approach it from the side while unleashing a steady stream of Vulcan Fury fire. A few seconds of non-stop hits will send it crashing to the ground. There is a good chance the Cruiser will try to escape, while also attempting to pelt your Zoomer with machine gun fire but, by the time it is in position, it should be all but destroyed.



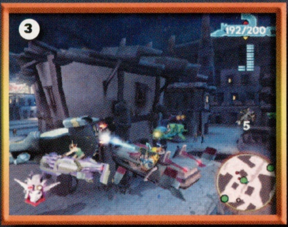


As soon as Jak & Daxter leave Torn's Hideout, a Hellcat Cruiser indicator will show up on the right side of the screen. They are going to have to locate and bring down the five Cruisers, which can be found hovering over the streets of Haven City in both South Town and the Slums. You can find them on the City Map, indicated by flashing green dots [1].



First things first. Smash open the Krimzon Guard Crates outside of Torn's Hideout, collect the Vulcan Fury and Blaster Ammo inside, and then hop into one of the larger, more sturdy Zoomers. As soon as you are airborne, equip the Vulcan Fury and locate the first of five Zoomers, which should be in the immediate area **[2]**.

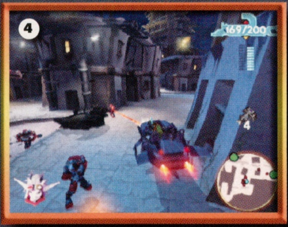
Don't start firing right away when you get the Hellcat Cruiser in your sights. Since the Krimzon Guards are not on High Alert Status at the moment, you can at least plan your first attack. Stay in the High Hover Zone, approach the Cruiser from the side and, as soon as you have a clean shot, unleash a non-stop barrage of Vulcan Fury fire. It will go down in a matter of seconds, although you will have brought the fury of the entire Krimzon Guard on you in the process **[3]**.



TIP

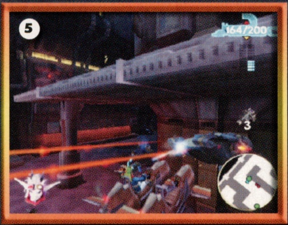
Jak can also grab and use one the of the Baron's own standard Krimzon Guard Zoomers against the Hellcats. However, while each comes equipped with its own mounted machine guns (you can fire them by pressing the R1 button), the Vulcan Fury is a much more effective weapon for this mission.

If your Zoomer is still intact and in good shape, locate the next closest Cruiser. There should be two in South Town and another two to the North, near the Water Slums. Drop down into the Low Hover Zone and hit the gas, doing your best to avoid Krimzon Guard fire and taking any unnecessary damage **[4]**.



TIP

During the course of this mission, you should always be on the lookout for replacement Zoomers, as the Krimzon Guard will be unleashing everything they've got.



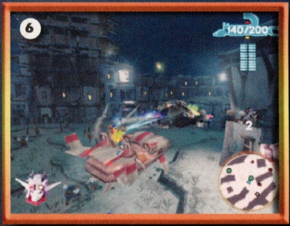
When you get to the next Hellcat Cruiser, repeat the process of approaching it from the side and then shooting it down with the Vulcan Fury. The good news is, even though the Krimzon Guards are on High Alert, the Hellcat Cruisers will not fire on Jak & Daxter until they are provoked. If one does manage to take off while you're shooting at it, give chase and keep firing. The Vulcan Fury has a fairly long range, and it doesn't take too many hits to bring it down **[5]**.

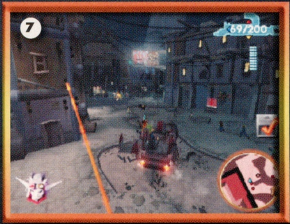
TIP

Remember, it's possible to exchange Zoomers in mid-flight. While it's a tricky maneuver, pressing Triangle to hop out of one when you are right next to another, then pressing the Triangle before you fall to the ground, should get Jak & Daxter safely in the driver's seat. You can execute a Spin Kick in between them to stay in the air a little bit longer.

Press ● to use.
2

When the first three have been downed, locate the final two and repeat the process. On the way to the next two, make sure you drop the Zoomer into the Low Hover Zone to avoid any unnecessary collisions with oncoming traffic **[6]**.





As soon as Jak finishes off the last one, Torn will communicate his props. Since the two have stirred up the hornet's nest, the High Alert Status will still be in full force – don't stop to celebrate. Instead, locate the next destination on the City Map and get going **[7]**.

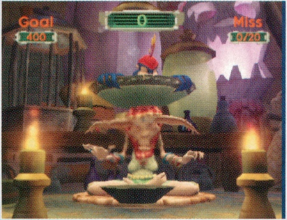
MISSION: BEAT ONIN GAME

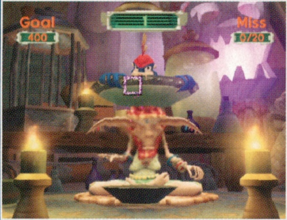
MISSION DESCRIPTION: Jak & Daxter walk in on a conversation between Kor and Onin. Kor feels that relying on the Kid to save them is foolish and a mistake —– at his age, he is no match for the Metal Head Leader. Before they can continue, Onin turns her attention to Jak. Through Pecker, she tells him that she needs him to prove himself. He's already shown his strength and courage, now he must show his brains. If he can beat her Test, the third piece of the Seal of Mar will be revealed.

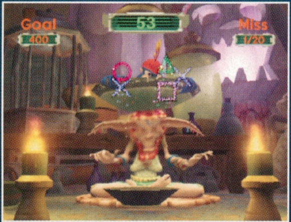
ONIN GAME:

Onin's Game is a test of Jak's mental skills. The basic goal is to press the corresponding buttons on the Dual Shock 2 controller to the symbols that she throws out of her magic vessel. The Square, Triangle, Circle and X symbols will pop out of the vessel at random intervals and fall to the floor. If you can press the corresponding button for each before they hit the ground, they will dissipate into thin air and Jak will receive points for each. The quicker you hit the corresponding button, the more points they are worth. If you are too slow and they hit the ground, he will not get any points and they will be registered as a miss. If you press the wrong button, it will also be registered as a miss. Miss more than 20 and you will fail the Test, having to start over from the beginning. As the Test progresses, the symbols fly out at a much faster pace, and in greater number – it's going to take sharp reflexes and a quick mind to keep up. The ultimate goal is to reach 400 points.

GENERAL STRATEGIES:







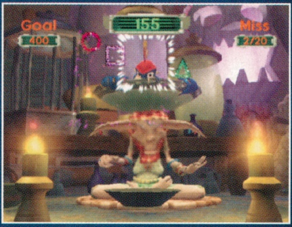
1: If you're not familiar with the Dual Shock 2's button layout, spend a few minutes doing so. Instinctively knowing the position of each button without having to look at them is the key to succeeding the Test.

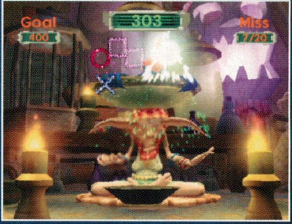
2: Some symbols will be tossed up higher than others, giving you a little more time to get to them before they hit the ground. When multiple symbols start to come out simultaneously, get rid of the lower ones first.

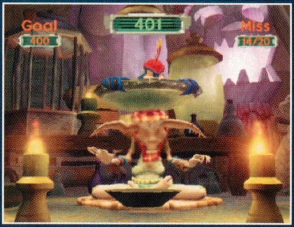
3: When multiple numbers of the same symbol appear, get rid of all of them first (since you will be pressing the same button repeatedly), then attack the others before they hit the ground.

4: At one point, Onin will toss out a constant stream of random symbols, one after another. Just pay attention to the stream, and try not to concentrate too hard as they come out. It's hard to explain, but there is a definite flow and rhythm to the game; tapping in to it is the key to success.

5: Staying calm and in control will keep things from getting out of hand when they start to heat up. Towards the end of the Test, Onin will be throwing out multiple symbols non-stop. Don't worry if you miss a few and try to keep up.







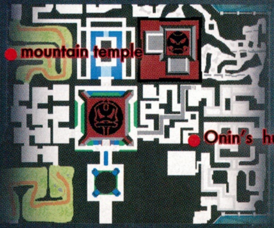
When Jak reaches 400 points, the Test is over and he has passed. The third Piece of the Seal of Mar is revealed, and Onin joins them together, completing the Seal. Onin tells Jak that the three Artifacts he retrieved from the Precursor Temple are relics from an ancient Light Tower. Old songs tell how the Light Tower once shined down on the actual sight of Mar's Tomb. Now that the Seal is complete, Jak must take the three Artifacts to Mar's Gate. Only then will the Light Tower rise and reveal the Tomb.

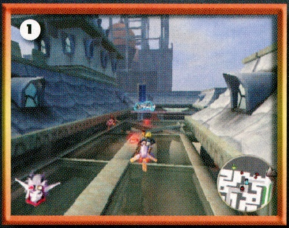
Leave Onin's Hut for the time being, head to the byway and grab a Zoomer. Mar's Gate is your next destination, which can be found at the base of the Precursor Mountain.

MISSION: USE ITEMS IN NO MAN'S CANYON

MISSION DESCRIPTION: Now that the Seal of Mar is complete, Jak & Daxter must find Mar's Tomb so they can use the Seal to gain access inside. In order to locate Mar's Tomb, they must first use the three Artifacts they found at the Precursor Temple to reveal its exact location. Onin has directed them to Mar's Gate, which leads to No Man's Canyon near the Precursor Mountain.

CITY MAP

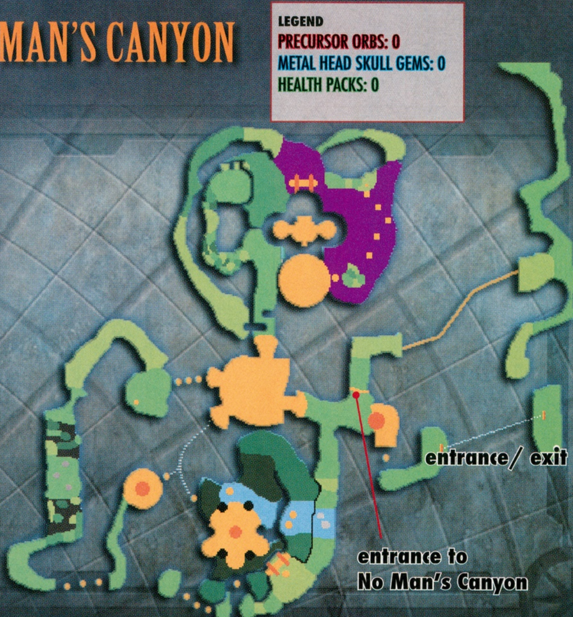

mountain temple
Onin's hut

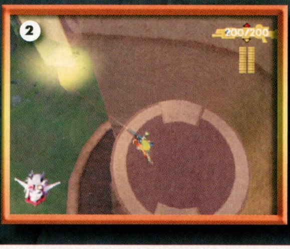


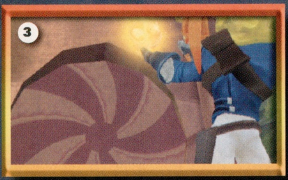
Outside Onin's Hut, find yourself a fast Zoomer and fly over to the Precursor Mountain, which is located to the West in the Farm Area **[1]**.

Once at the Mountain Temple, take the Warp Gate to get to the top of the Mountain, then shoot the Precursor platform to the right and Double Jump across to the other side. Mar's Gate is located at the base of the Mountain, and Jak will find it highlighted by a beam of light as he steps off of the elevator platform **[2]**.

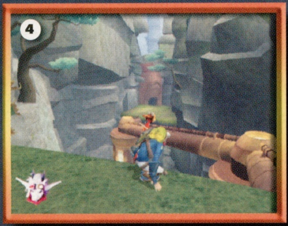
NO MAN'S CANYON


LEGEND
PRECURSOR ORBS: 0
METAL HEAD SKULL GEMS: 0
HEALTH PACKS: 0
entrance/ exit
entrance to No Man's Canyon

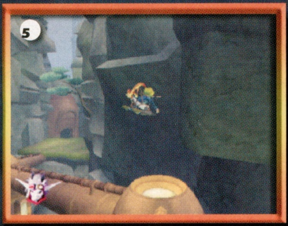


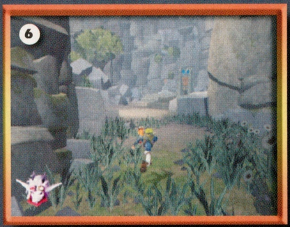


Using the completed Seal, the Gate opens, allowing Jak & Daxter passage into No Man's Canyon **[3]**. Drop down to the next level, then prepare to pull out the JET-Board and do some Grinding. The Canyon is divided by a large abyss, and the only way to get from one section to the next is to Grind across the huge pipes connecting the ledges **[4]**.



These large pipes are interconnected by columns underneath. At these junctures, Jak is going to have to jump over the connecting pieces and then resume Grinding. When he reaches one of these sections, press the X button to jump over it, while aiming toward the next section of pipe, then press and hold the Square button to resume Grinding when he lands **[5]**.

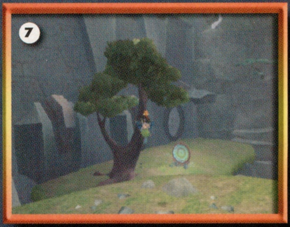


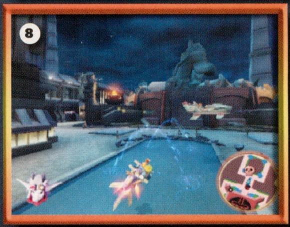


Drop down to the next level, then take the open gateway to the left. The path to the right leads back to the Mountain entrance, which the two don't need to use at the moment. Continue to follow the path along the Canyon, and it will eventually lead Jak & Daxter to their ultimate destination **[6]**.

Jak hands the Gear to Daxter – one of the three Artifacts they retrieved from the Precursor Temple earlier – and the little otsel puts it in place. Meanwhile, Jak places the second Artifact, the Lens, into position. With two of the three Artifacts in place, the Light Tower activates and rises from the ground. That leaves the Shard, which Jak sticks in its receptacle, completing the process. What happens next is awe inspiring. A series of lasers combine into one and then are reflected and magnified by the Lens, shooting straight out over Haven City and through the Statue of Baron Praxis located in front of the square by the Port. The head of the Statue comes crashing down, revealing a secret doorway to Mar's Tomb in the process.

Now that Mar's Tomb has been revealed, it's time to return to the City. Follow the path back the way you came, this time taking it around until it ends at the ledge overlooking the Warp Gate at the Mountain entrance. Execute a Rolling Turbo Long Jump to get from the ledge down to the area below, then head back out to the City **[7]**.



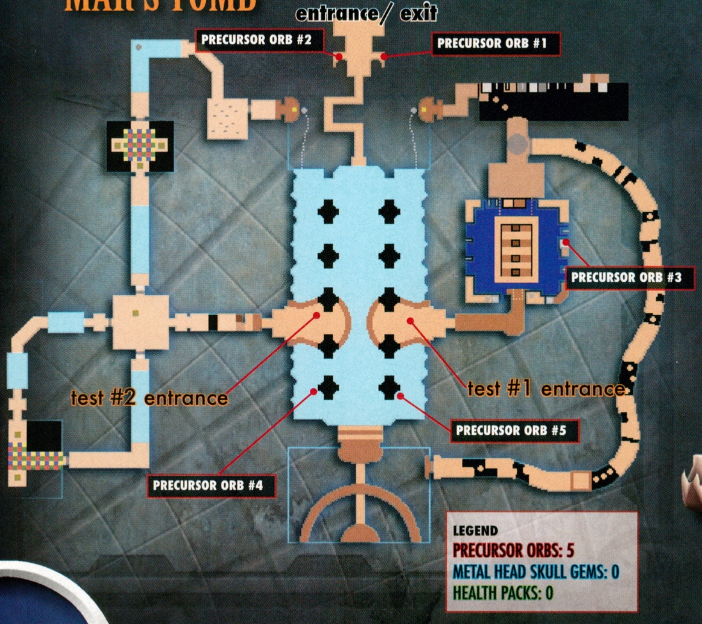


Once outside, grab a Zoomer and head for the next location – Mar's Tomb. Its location will be highlighted on the City Map, represented by a Skull Icon **[8]**.

MISSION: PASS THE TESTS OF MANHOOD

MISSION DESCRIPTION: Jak & Daxter meet up with the Shadow, Kor and the Kid inside the entrance hall to Mar's Tomb. Jak is none too happy about sending the Kid in alone, while Kor seems more interested in getting his hands on the Precursor Stone than the Kid's well-being. The Oracle's voice resonates through the hall, commanding the "Chosen One" to enter the Tomb and prove himself worthy to claim the ancient birthright. Before the Kid can even enter, the Oracle tells him he is much too young to face the Tests, and the entrance to the Tomb, which had just begun to open, starts to close. In a moment of haste, Jak rolls underneath the closing gate, pulling Daxter along with him. As the entrance seals shut, Kor, the Shadow and the Kid are confronted by Krimzon Guards.

MAR'S TOMB


entrance/ exit
PRECURSOR ORB #2
PRECURSOR ORB #1
PRECURSOR ORB #3
test #2 entrance
test #1 entrance
PRECURSOR ORB #5
PRECURSOR ORB #4
LEGEND
PRECURSOR ORBS: 5
METAL HEAD SKULL GEMS: 0
HEALTH PACKS: 0

NEW ENEMY

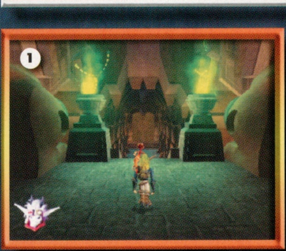
Water Watcher

These amphibian creatures reside in the shallow waters of the Tomb's main chamber. Having lived in darkness all of their lives, they are almost completely devoid of pigment and are violent in nature. Emerging from underneath the water, they will launch surprise attacks, lunging at enemies with surprising speed. The Scatter Gun works well against them, as it can take out multiple Water Watchers with one blast.

NEW ENEMY

Baby Legs

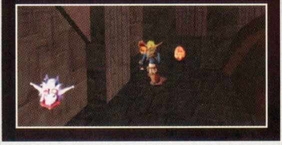
These small, nasty spiders are extremely fast and agile, attacking their prey with sharp, venomous fangs. While they are quick to attack, they are not very strong. The Scatter Gun or Punches and Spin Kicks should take care of them quickly.



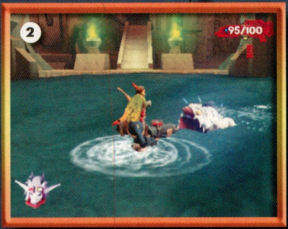
Left alone inside the Tomb of Mar, Jak has somehow undertaken the challenge of the Tests of Manhood. There are two Tests he must complete, which are grueling gauntlets filled with enemies, hazards, obstacles, puzzles and pitfalls **[1]**.

Precursor Orb

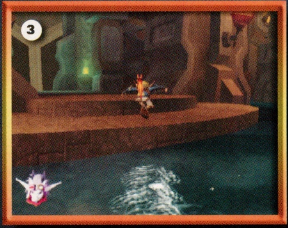
Before moving into the Tomb, there are two Precursor Orbs – one on each side of the entrance – that can be picked up.



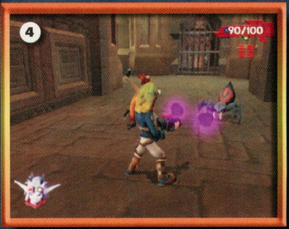
Take the twisting ramp down into the Tomb – it leads into a huge chamber, with shallow water filling its length. Be wary of the Water Watchers that dwell underneath the surface. They will jump out from underneath the water and lunge at Jak & Daxter. Use the Scatter Gun to clear the path **[2]**.

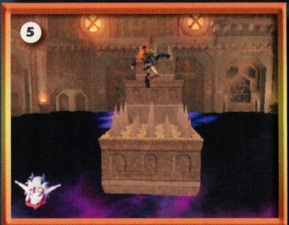


Head down the Tomb chamber and take a left when you get to the middle. There are two doorways on either side, leading to each of the Tomb's Tests. The left doorway will take the two to the first Test of Manhood **[3]**.



TEST OF MANHOOD #1:
As soon as Jak & Daxter enter the passage, they will be accosted by a few Baby Leg Spiders. These arachnids are quick to attack, lunging at the two with their sharp fangs. Use the Scatter Gun to take them out quickly before they get the chance **[4]**.



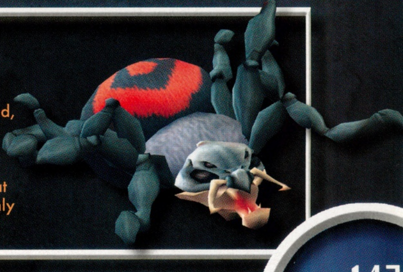


The room around the corner is filled with Dark Eco. It also has a series of steps leading up to a platform above. Unfortunately, these columns have spikes that will jet out of them intermittently, making timing your jumps critical. Sound is also very important here, as a distinct clicking can be heard just before the spikes appear and disappear. Jak will have less than three seconds on each step before the spikes jut out, so quick and precise jumps are the only way to get up to the ledge above. When the first spikes are raised, as soon as you hear the clicking noise, leap over to the

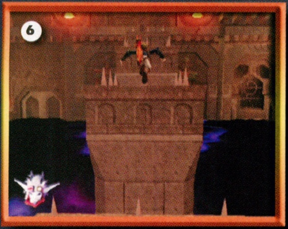
NEW ENEMY

Widow-Maker

Jak & Daxter don't want to be anywhere near this massive arachnoid when it comes calling. Freshly hatched, this gigantic beast will be looking for its first meal, and tasty otsel would definitely make a great appetizer. There is no foreseeable way to defeat this disgusting monstrosity and the only recommendation would be to RUN!!!

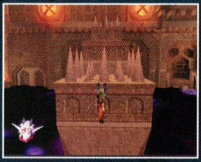


step – the spikes should retract just as Jak lands **[5]**. Quickly run to the other end and Double Jump off of it to reach the ledge of the next step. Continue to Double Jump from one step to the next, using the clicking noise as your cue when to do so. Don't get overzealous and jump too early either, as you need to time each jump perfectly **[6]**.

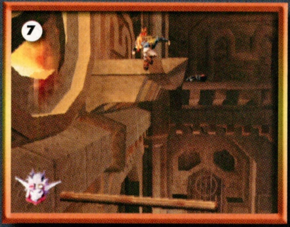

6

TIP

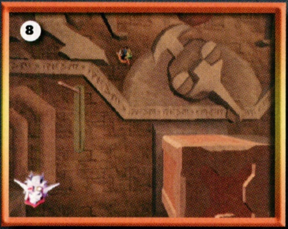
Jak can grab the ledge and hang on without getting hurt by the spikes. This is a good way to get a breather and correctly time your next move.



When you get to the safety of the ledge, turn right and Double Jump to the pole sticking out of the wall. Wait a few revolutions of Jak's swing before attempting to leap off the pole and up to the platform above. The key here is to jump off the pole as Jak begins his upward swing, Double Jumping off of it in order to get up to the ledge above. Be ready for a few Baby Legs when you reach it **[7]**.


7

Around the corner is another unique challenge. This wall has a set of moving poles and extending blocks that Jak will need to navigate through in order to get to the other end. Start by Double Jumping onto the pole as it descends to its lowest point. Stay on it and ride it all the way up to the top, waiting for the extending block to stick out from the wall. As soon as Jak reaches the top and the block is revealed, Double Jump onto it and then get onto the small platform before the block retracts back into the wall **[8]**.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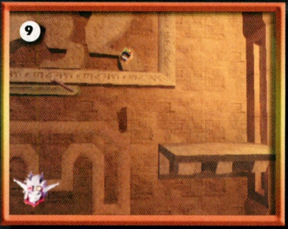
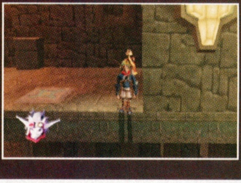

9

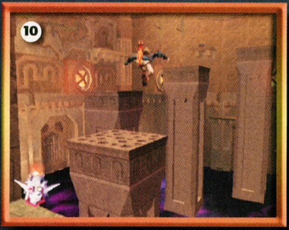
This next pole moves back and forth. Double Jump onto it, then ride it all the way to the right. As it reaches the end, Double Jump off of it as Jak starts his swing upward to safely land on the ledge beyond **[9]**. Ride the small lift down to the platform below, then step on the floor switch at its end. Doing so will cause the columns in the middle of the room to move to the right and left.

Precursor Orb

There is a well-hidden Precursor Orb in a small alcove to the left of the floor switch. If you position Jak against the wall to the left, then rotate the camera to the right, you should be able to see the alcove. To get inside it, Double Jump with a Spin Kick around the wall and into the alcove. Return the same way to continue on.



Jak is going to need to navigate across these moving columns by Double Jumping from one to another – at least the spikes seem to be staying inside. Wait for the first column to approach and Double Jump over to it as it finishes moving to the right. Repeat the same steps, waiting for each column to approach the next and Double Jumping to it as it passes by, then Double Jump off the last and onto the small ledge beyond. There is another series of poles and blocks that Jak now has to get across. **[10]**.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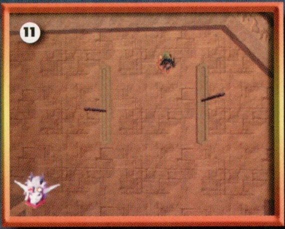
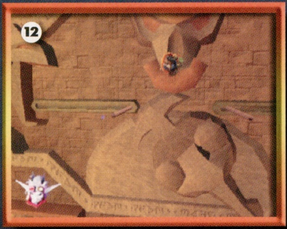
TIP

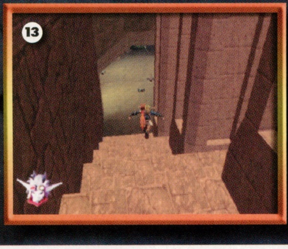
Use the Spin Kick at the top of each Double Jump to insure Jak gets high enough to reach each column.



Start with the first pole on the left and Double Jump as it reaches its lowest point. Wait for it to rise higher than the next, then jump from one to the other as Jak begins his swing upward. Jump to the ledge beyond and continue on to the next series of poles **[11]**. This next pole moves back and forth. Double Jump to it as it approaches, then ride it to the other end. As soon as it reaches the left-most position, Double Jump off of it and to the next, which should just be moving to the left. Ride this pole all the way to the end, then Double Jump off of it and onto the next ledge **[12]**.



Pressing the floor switch around the corner rearranges the columns in the middle of the room once more, creating a series of steps leading down to a new area. Ride the lift down to the ground floor, jump over to the newly-revealed platform in the Dark Eco, and take the steps down into the next room. Be ready for a few Baby Legs down here **[13]**.

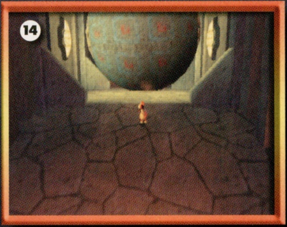


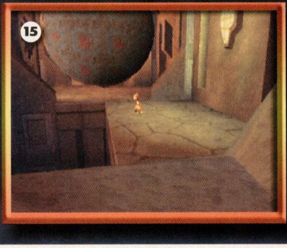
Jak & Daxter approach the large, ornate boulder along the side of the wall. When they get to it, Daxter decides to do a little "hands-on" investigating, which results in the boulder becoming loose and starting to roll in his direction!

DAXTER CONTROLS:

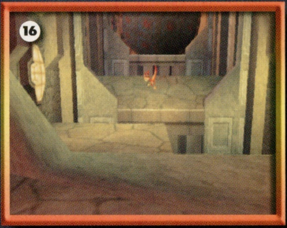
Left Analog Stick	Walk/Run
✕ button	Jump
✕ button ✕ button	Double Jump
○ button	Kick Spin
□ button	Punch

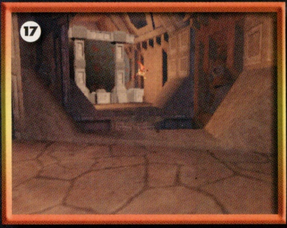
Due to the unforseen events, Daxter becomes separated from Jak, and it's up to you to safely reunite the two. The camera perspective changes to a front view of the action, and the little otsel is now being chased down by the huge rolling boulder. In addition to worrying about being crushed by the boulder from behind, he also has to worry about hazards and obstacles from the front, including holes in the floor, small ledges to jump and Baby Leg Spiders **[14]**.





In order to stay one step ahead of the boulder, keep moving Daxter toward the screen by pressing down on the left analog stick. The first hazard he has to deal with is a series of holes in the floor – the first is to the right (his left) and the second is to the left **[15]**. The next pitfall is a drop off. Double Jump over the small gap and onto the platform in the middle, then repeat again and Double Jump to the left to get back on the path **[16]**. Finally, jump Daxter over the small ledge and the across the platform. The ledge temporarily stops the boulder. Phew! **[17]**



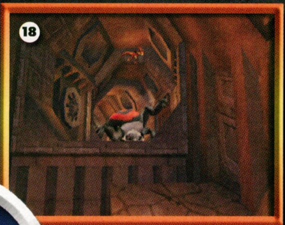


TIP

Like Jak, Daxter can Double Jump and execute a Spin Kick at the top of his jump to get a little more air time. Make sure to use it if you get in a pinch.

Temporarily is the key word, as the boulder explodes under pressure as Daxter leaps across the column to get to the other side. When the dust settles, Daxter finds himself staring up at the huge fangs of a Widow-Maker Spider... It wasn't a boulder, it was a HUGE spider egg!!!

There is no way to fight or fend off this gigantic Spider, so the only alternative is to RUN!!! Continue to run down the path, Double Jumping over the gap and to the ground to the right. As soon as Daxter hits the floor, he will encounter a few Baby Leg Spiders **[18]**. Break out Daxter's Punch or Spin Kick move to eliminate them while continually moving forward **[19]**.



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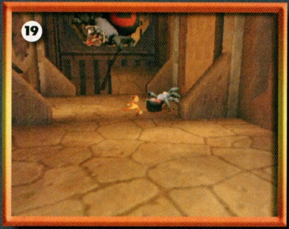
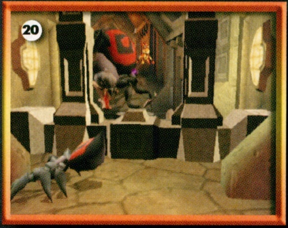


19

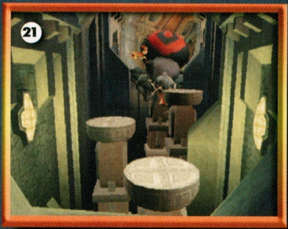
TIP

In addition to staying one step ahead of the Widow-Maker, try to avoid its massive head, as it will constantly lunge at Daxter and can catch him with its fangs if it gets close enough.



20

The next ledge does nothing to hold the Widow-Maker back, so don't stop for anything! Double Jump across the next platform and take out the next few Baby Legs **[20]**. Ahead, there is a set of four platforms Daxter is going to have to jump from one to another. Make sure to Double Jump across to each one, as they are too far apart to reach otherwise **[21]**.



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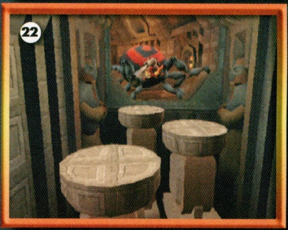
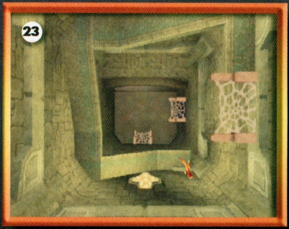


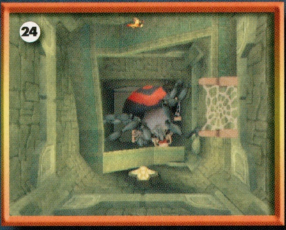
22

Continue jumping across the gaps and ledges while taking out the Baby Legs. The next pitfall is a series of three moving platforms. Again, Double Jump from one to the next, making sure you are jumping toward the direction they are moving so as not to over or undershoot your jumps **[22]**.

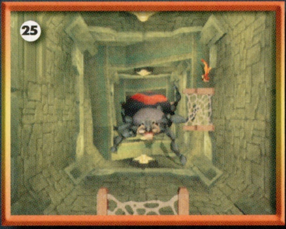


23

When Daxter reaches the end of the hall, he is going to have to use the spider webs to launch him up from one to another. The first one is against the back wall. Jump on to it, and Daxter will fly in the air. The is no margin for error here, as the Widow-Maker will quickly catch up to Daxter if you make a wrong move. As soon as Daxter is propelled in the air, aim him to the right so he will land on the web against the right hand wall. As he is propelled in the air a second time, aim for the back wall, where there is a small ramp that leads around to the next web **[23]**. As soon as he is on the ramp, quickly run him around its length to the Web on the right hand wall, then jump on to it **[24]**. Repeat


24

the exact same process a second time, this time aiming for the back wall when he is propelled upward with the next web, as there is another web positioned here. This web launches Daxter back onto solid ground – Keep going! **[25]** Stay on the left side of the tunnel, then jump the gap diagonally over to the right – almost there! This final section requires you to jump Daxter onto a moving platform, then back onto the path along the right wall and through a doorway that closes behind him **[26]**.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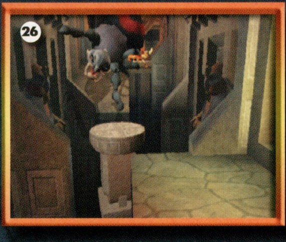
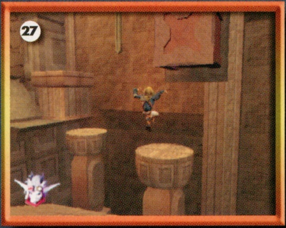

26

Meanwhile, Jak is back in the room where they encountered the egg. Thanks to Daxter, he revealed a path behind it. Double Jump Jak across the columns in the middle of the room and over to the ledge on the left. At the top of this platform, Jak will encounter yet another series of moving poles and blocks **[27]**.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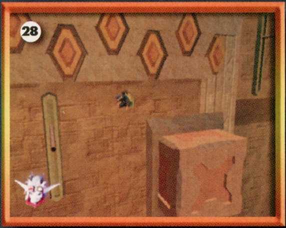
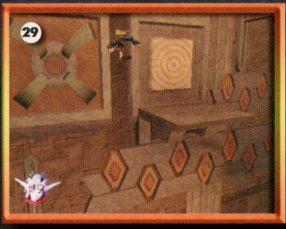
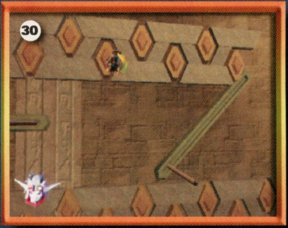

28

Double Jump onto the first one as it lowers, then quickly Double Jump off it and onto the extended block as it reaches the top. With no seconds to spare, quickly run across the block as it retracts and Double Jump onto the next pole, which should be lowering as Jak reaches it **[28]**. Ride this pole up to the top, Double Jumping off of it when it reaches the top and Jak is starting his swing upward – you should just make the ledge beyond **[29]**.


29

Ride the next pole as it moves upward, and jump off of it in the middle of its climb and as the pole to the right of it approaches. Ride this pole as it moves to the right, and Double Jump off of it as Jak starts his swing upwards as it nears the end. He should just be able to grab the next pole which runs on a diagonal slant **[30]**. Ride this pole as it moves upward, Double Jumping off of it with a Spin Kick at the end to land on the moving block extending from the wall. Before it has the chance to retract, Double Jump up to the alcove in the wall above **[31]**.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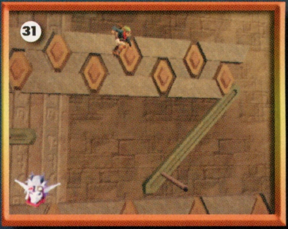
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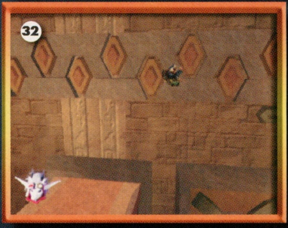
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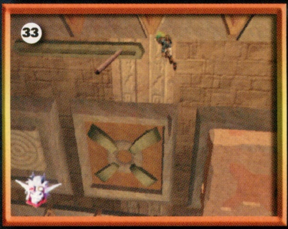
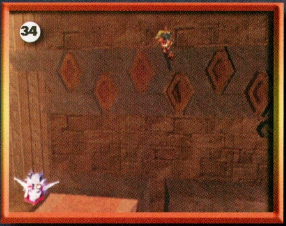
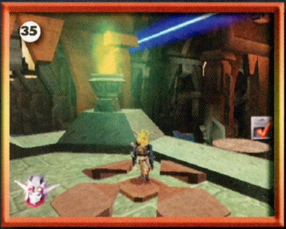

33

It's not over yet. Jump up the steps to the next level, then get ready to do it all again. To start, Double Jump onto the first moving pole as it approaches then, without hesitation, Double Jump off of it and onto the moving block when it



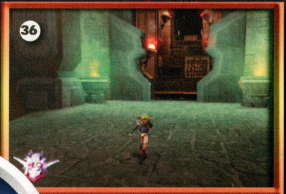
reaches its end **[32]**. Keep moving and Double Jump from block to block, then Double Jump onto the next pole as it approaches **[33]**. Finally, Double Jump off the pole as it reaches the end and Jak begins his swing upward to get onto the last moving block and the solid floor beyond it **[34]**.

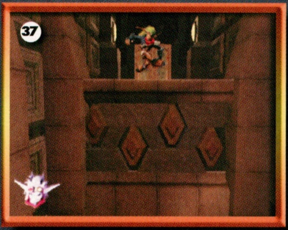
Around the corner, Jak will find a floor a switch on a platform above the Tomb chamber. Activating it causes a laser beam to shoot through the chamber and hit the Temple door on the opposite end. The first Test of Manhood has been passed **[35]**.



TEST OF MANHOOD #2:

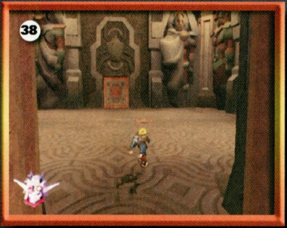
Ride the platform back down to the water-filled chamber and head through the doorway to the right for the second Test of Manhood. The entrance opens, revealing a series of steps leading upward **[36]**. When you get to the last step, execute a Double Jump with a Spin Kick at the top to grab the ledge and avoid falling to your death **[37]**.



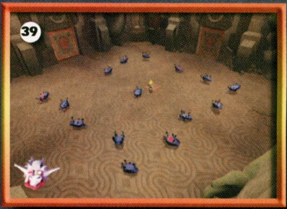


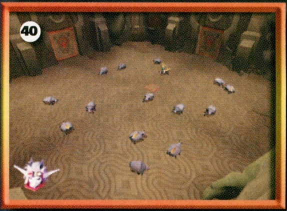
KEY BEETLE PUZZLE #1:

The doors at the end open, letting Jak & Daxter into a large, empty room, with images of Beetles on the doorways and large statues carved into the interior walls. As Jak moves into the center of the room, the door locks behind them and the Oracle's voice fills his head, cryptically telling him to "use only his body and brain for this challenge – weapons are for the weak." **[38]**



As soon as Jak walks over the floor switch in the middle of the room, 15 Beetles will fall from the ceiling and land on their backs. You will have approximately three seconds to locate the three Key Beetles with the red markings on their underbellies, then keep an eye on them when they flip over. The three Key Beetles are located in different areas of the room. One is at the bottom, another to the left, and a third to the right. While it's impossible to keep all of them in your sight, as they intermingle with the other Beetles, try to watch the general area they occupy **[39]**.

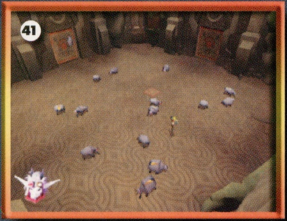




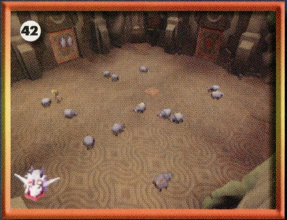
The first one will be easy, as you can head straight for it as soon as they turn over. Get it in your sights, then make your way toward it while attempting to keep an eye on the second. Striking it will cause it to fly over to the doorway at the top of the screen **[40]**.

KEY BEETLE

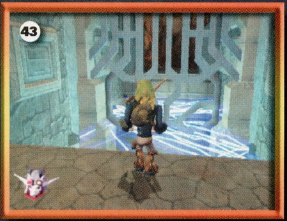
These small, winged Beetles are Keys to one of the many Tests Jak will face inside Mar's Tomb. Activating a floor switch inside specific rooms will drop these bugs from the ceiling, making them temporarily land on their backs. Out of the 15 that fall to the floor, three will have specific red markings on their underbellies. When they flip over, they will look like the rest of the Beetles, and you will have to remember which ones had the markings on their stomachs. Keeping an eye on the three with the markings, you will have to use Jak's Punch or Spin Kick move to hit them, causing them to fly over to the locked doorway. If you lose sight of them and hit one of the other, unmarked Key Beetles by mistake, it will explode, taking off one section of Jak's health in the process. Hitting all three Key Beetles will cause the doorway to unlock, allowing Jak & Daxter to continue into the next passage.



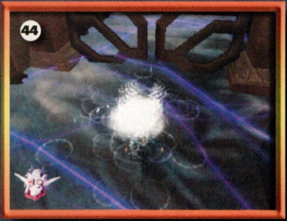
The second shouldn't be too hard to keep an eye on. As soon as the first has been struck, turn around and hunt it down. If you lose track of it, go with your first guess, as it is probably right. Don't stress too much if you hit a wrong Beetle, as they only do one section of damage **[41]**.



The third Key Beetle will stay in its general area. If you lost sight of it, try to discern which one is closest to its original position and go for it. If it's the wrong choice, try again. When all three Key Beetles have been exposed, the locked doorway opens, revealing the next passage **[42]**.



The hazard in this next passage is time-based. Jak will have to swim under a barricade in order to get to the other side. The kicker is, every three seconds, bolts of electricity are shot through the water, electrocuting anyone who happens to be in it at the time. The electricity continually switches between staying on for three seconds then switching off for three more **[43]**.

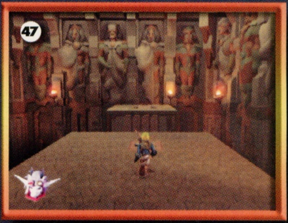


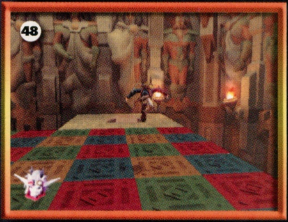
As soon as the electricity switches on, count down the three seconds. At the end of the third second, jump toward the barricade in the middle and into the water, timing your jump so that Jak hits the water just as the electricity switches off. As soon as Jak is in the water, press the Circle button and push forward on the left analog stick to dive and swim underneath the barricade **[44]**. As soon as Jak has cleared it, Double Jump out of the water and grab the ledge beyond. You should have just enough time to make it to the other end without getting caught in the electrical field. There are a few Baby Leg Spiders on the other side of the passageway. As soon as Jak & Daxter are back on solid ground, equip the Blaster and blow them to smithereens **[45]**.

There is another electricity pool in this next section of the passageway. While there is no barricade blocking the path, the electricity switches on and off at different timed intervals. This time, the electricity will stay on for approximately five seconds, then switch off for a scant two. As before, count down when the electricity switches on and, just as it is about to switch off, execute a Double Jump as far across the water as it will take the two. They should hit the water, just as the electricity switches off, giving them two seconds to swim close enough to the other end that they can then Double Jump out of it and grab the ledge beyond **[46]**.

TILE PUZZLE #1:

This next large room is surrounded by huge drop-offs on every side of the platform on which the two are standing. There is a floor switch here, as well as another on a platform across the way. A doorway on the far wall to the right leads out of the room, but there is no way to get to it **[47]**.

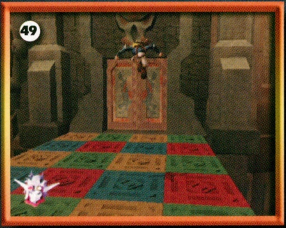


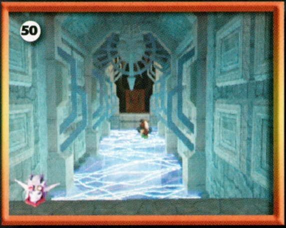


Stepping on the floor switch will activate a series of colored Tiles, which raise from the abyss, creating a path to the next platform. A few of these colored Tiles will flash and make a musical tone. Jak can safely use these specific ones to step on and cross to the other side. If he walks onto any of the others, he will take damage and have to start over. Starting from the left, the first Red Tile on the second row is the first one he can jump to. The second Green Tile on the fourth row is the next. Finally, from the right, the fourth Yellow Tile on the sixth row is the safe one. From here, Jak can jump over to solid ground **[48]**.

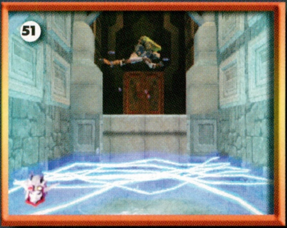
TIP You can press on the floor switch and watch the succession of flashing Tiles as many times as you like. This way, you can memorize the pattern before attempting to cross.

When you're ready, press the next floor switch to activate another series of Tiles. From the right corner of the platform, the Blue Tile is the first one he can jump on. Diagonally to the left from that one, the Red Tile two rows down is the next safe Tile. On the next row, the Green Tile diagonally to the right at the end is Jak's next destination. Finally, two rows down and from the right, the second Yellow Tile can be jumped over to. The door opens on the other end, allowing Jak & Daxter to Double Jump through **[49]**.



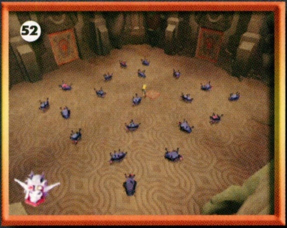


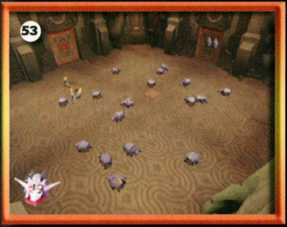
A few more Baby Legs stand in Jak's path as they head down the passageway. Around the corner at the other end is yet another electricity pool. This one is very long, making swimming across it safely to the other side especially tricky. The electricity will switch on for a duration of five seconds, then switch off for another four. The best way to get across it is to give Jak enough room, then execute a Rolling Turbo Long Jump just as the electricity is switching off **[50]**. This will propel him across half of the pool's length, giving you just enough time to swim far enough toward the opposite end so that you can Double Jump out of it and grab the ledge before it reactivates **[51]**.



KEY BEETLE PUZZLE #2:

This room represents a second Key Beetle Puzzle. This time, instead of 15 Beetles, there are 20 to contend with. Once again, stepping on the floor switch will send them down from the ceiling, landing on their backs. There are still only three Key Beetles with red markings, and they are also in the same general locations as before **[52]**.

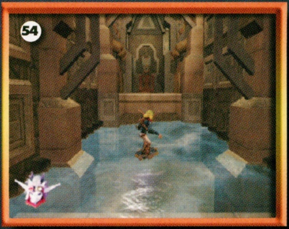




As in the first Key Beetle Puzzle, try to keep all three in sight at all times. When they turn over, head straight for the first while watching where the second and third are moving. If you lose sight of one, don't stress, they stay in their general areas – taking an educated guess should post positive results more times than not **[53]**.

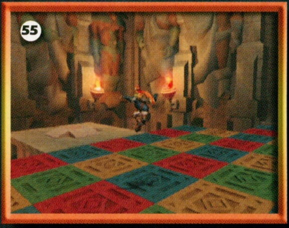
TIP If you do end up dying, Jak will start right at this Puzzle room, versus the beginning of the Test.

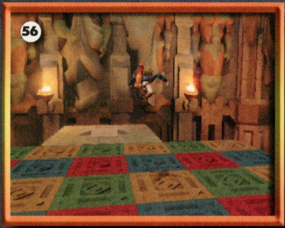
When all three Key Beetles have been exposed, the doorway leading to the next passage opens. Beyond is yet another electricity pool. This one switches on for a duration of three seconds and stays off for another three. To complicate matters, there is a small shelf in the middle of the pool that Jak has to walk over. This time, the JET-Board is the right tool for the job! As before, count down the three seconds the electricity is on and, just before it shuts off, Double Jump as far out across the pool as you can. As Jak is landing from his jump, pull out the JET-Board and quickly hover across the remainder of the pool. When he is close enough to the ledge at the other end, hop off the JET-Board and jump up and grab the ledge **[54]**.



TILE PUZZLE #2:

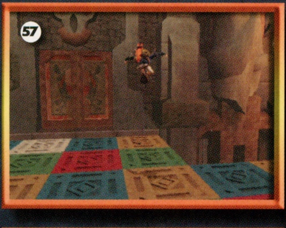
Another Tile Puzzle awaits in the next room, except these flash at a much faster rate. When you're ready, step on the floor switch to raise the first series of Tiles. The third Green Tile from the right in the second row is the first safe one to jump to. The Green Tile directly in front of it, two rows down, is the next one. From there, the Yellow Tile two rows to the left and between the two Green ones is the third Tile Jak can jump to. Finally, the Yellow Tile directly in front of it, two rows down, is the last Tile leading to the platform **[55]**.



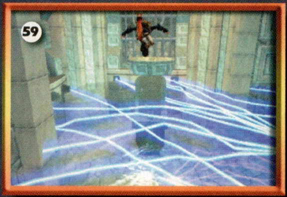


Hitting the floor switch on the platform activates the next series of Tiles. The first Tile is the Yellow one, one row up and three from the left. The second is the Green Tile two rows up and one Tile over to the right. The third Tile is the Red one, one row up and two over to the left. The fourth Tile is the Red one on the same row, two Tiles to the right. The fifth and final Tile is the Blue Tile two rows up and one Tile over to the right. Jump from it to the safety of the platform **[56]**.

Hitting the floor switch on this platform activates a final series of Tiles. The first Tile is the center Red Tile directly in front of the platform. The second Tile is the Red Tile two rows up directly in front of it. The third Tile is the Green Tile one row up and two Tiles to the right. The fourth Tile is the Red Tile one row back, directly behind the third. The fifth Tile is the Green Tile two rows up and one Tile to the right. The sixth and final Tile is the Yellow Tile two rows up and one Tile to the right. The doorway opens to reveal a new passageway **[57]**.

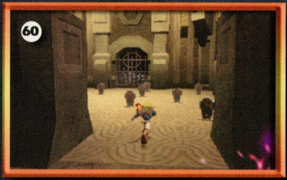


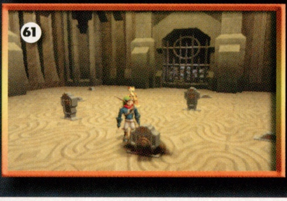
What do you know, another electricity pool. This one stays on for a long six seconds, and stays off for a very short three. There is a small pedestal toward the end sticking out of the water, which will provide a safe spot as the pool continues around the corner to the right. This time around, time your Double Jump into the pool so that the electricity shuts off just as Jak lands inside (about five seconds), then quickly start to swim for the pedestal **[58]**. As soon as he is close enough (two strokes should do it), Double Jump out of the water and grab its ledge **[59]**. Repeat the same process, this time Double Jumping for the ledge of the doorway, to get safely across and to the other side.



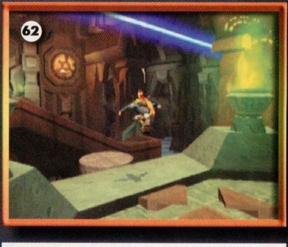
MUSIC TOTEM PUZZLE:

This next room represents a Puzzle Challenge of memorization. While each of these 12 Idols sticking out of the floor might look alike, six of them musically match with the other six. **[60]** If you strike one, it will play a short musical tune. Jak needs to find each set of matching tunes in order to unlock the doorway and continue on. Since this puzzle is randomized each play through, there is no way for us to determine which idols go with which. Just take it slow, trying each one until you recognize a tune from another. When two of the same idols are consecutively hit, they will both lower in to the ground **[61]**.



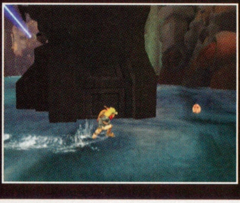


When all of the idols are matched up, the large doorway opens, leading Jak & Daxter to a floor switch on a platform above the Tomb chamber. Activating it causes a second laser beam to shoot through the chamber and hit the Temple door on the opposite end, opening the door in the process. Ride the platform back down into the chamber. Now that the Tests of Manhood have been passed, the Precursor Stone should be on the other side of those doors **[62]**.



Precursor Orb

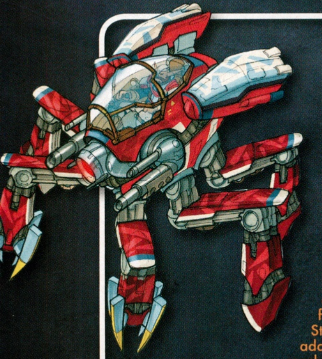
Before heading through the Tomb doors at the other end, there are two more Precursor Orbs to grab. They are located behind the final left and right stone columns in front of the Tomb doors. Grab them, then head up and inside where Jak will find Daxter waiting for him.



MISSION: DEFEAT BARON IN MAR'S TOMB

MISSION DESCRIPTION: Jak & Daxter are reunited once again, this time inside the Precursor Stone chamber. Before Daxter can give him some lip, the Oracle welcomes Jak into the sacred chamber. It goes on to explain that, in passing the Tests of Manhood, Jak has proven himself worthy of receiving Mar's Legacy — and with what he is about to receive comes grave power and grave responsibility. It continues to speak of the Precursor history, where aeons ago, the Precursors waged a war with the Hora-quan — the dark creatures now called Metal Heads. Driven by their Dark Leader, the Metal Head legions destroyed the Precursor civilization. And now, they swarm the universe unopposed, looking for the last relics of the Precursor power. Mar had attempted to hide the Precursor Stone inside this Tomb — it is the Precursor's last hope, and Jak was chosen to keep that hope alive. As Jak & Daxter move toward the Stone, the Baron appears inside his new mech creation — the Spider Mech!

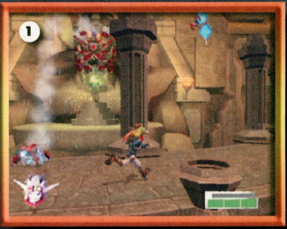
Boss Battle: SPIDER-MECH

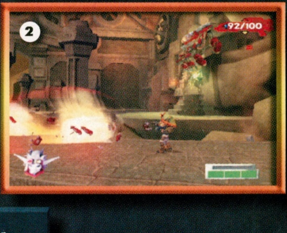


SPIDER-MECH:
After his crushing defeat at the hands of Jak on top of the Palace rooftop, the Baron went back to the drawing board and has come up with a new mechanized beast. This six-legged freak is capable of unleashing a variety of devastating attacks and comes equipped with unbreakable drill bit claws that are perfect for prying the Precursor Stone from its setting. In addition to front-mounted machine guns, the Spider Mech can shoot out two different kinds of weapons from its rear haunches. The first are Spyroids, small robotic, electrically-charged droids that will lunge at and electrocute Jak if they touch him. The second are Bombs that are set to explode within a maximum of ten seconds time. Impervious to Morph-Gun fire, the only way to take out the Spider-Mech is to use its own weapons against it. The meter on the bottom right side of the screen indicates the Spider-Mech's damage status. It has three bars that must be whittled down to nothing before the Mech will be destroyed.

BATTLE STRATEGIES:
The Baron's main focus is prying loose the Precursor Stone from the statue, but, in the process, he will also expend some energy getting rid of Jak. The Spider-Mech's attacks come in waves; the first is a volley of Spyroids lobbed Jak's way **[1]**.

You don't want to get too close to these small, electrically-charged drones, as they will send 10,000 volts of the juice through Jak if he touches them. Equip the Scatter Gun and methodically shoot each one of them on the platform **[2]**.

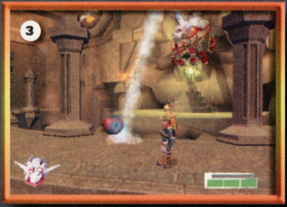




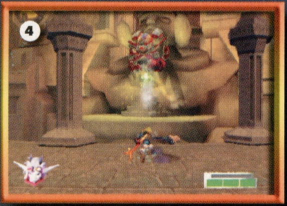
TIP

There is regenerating Scatter Gun Ammo on each end of the platform. Be sure to pick more up every time Jak is in their vicinity.

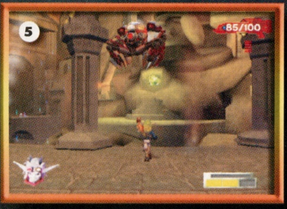
The Baron's next wave of attack is a volley of Bombs. These Bombs will explode within a maximum of ten seconds of landing, so make sure Jak is not standing next to one as it is about to blow. You will know how close they are to exploding by how rapidly they are beeping **[3]**.

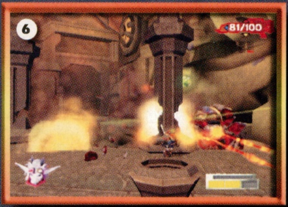


These Bombs can actually be used against the Baron, and are the only way Jak will be able to stop him. Position Jak behind one so that he is directly facing the Spider-Mech, then use his Punch attack to send it flying the Mech's way, where it will explode on contact. If you're fast enough, you should be able to get three off before they explode **[4]**.



Repeat the process of shooting the Spyroids with the Scatter Gun, then Punching the Bombs at the Baron, until one section of the Spider-Mech's damage meter has been depleted (it will change color from green to yellow). At this point, the Baron decides to leave his perch and get a little more up close and personal **[5]**.

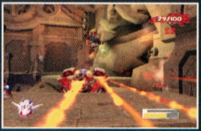




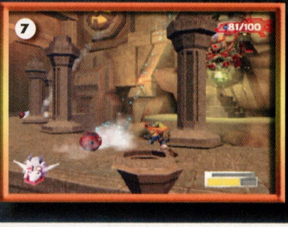
This time around, he first sends out a volley of Spyroids, then follows up with some machine gun fire. Each time the Spider-Mech appears from underneath the other side of the platform, he will spray Jak with a shower of machine gun fire. Jak can use the stone columns around the edge of the platform for cover, although they can only take a few hits before they crumble into rubble **[6]**.

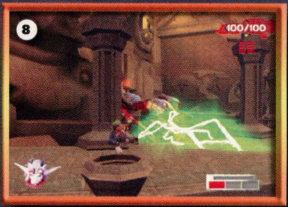
TIP

If you're feeling particularly skillful, you can Double Jump over the machine gun fire. Wait for the Spider-Mech to appear from below and Double Jump with a Spin Kick up top to leap over its fire.



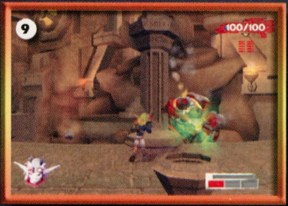
Eventually, he will return to work on the Stone some more, shooting out Bombs at Jak & Daxter. Continue to Punch them back at him. Repeat the process a few times until another section Spider-Mech's damage meter has been depleted of another section, changing color from yellow to red. At this point, the Baron will have secured the Precursor Stone **[7]**.





Now that he has the Stone in his possession, he will come down and stay along the platform, using the Spider-Mech's machine guns, as well as the newly-acquired Precursor Stone, in an attempt to finish Jak & Daxter off. When you see the Mech start to shake and the Precursor Stone start to glow (which is now secured in the center of the Spider-Mech), get away, as it shoots out a powerful beam of energy that destroys part of the platform **[8]**.

The Baron will also follow up this attack with a burst of machine gun fire and a few Bombs. Find the nearest Bomb, angle it toward the Mech, and give it a Punch to send it toward the Mech. Continue to use the columns for cover or jump over the machine gun fire, avoid the Precursor energy beam, and Punch the remaining Bombs at the Mech until it explodes **[9]**.



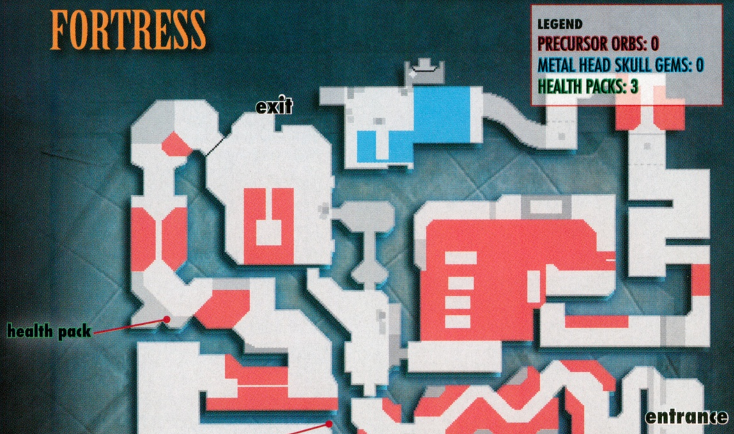
The Baron once again breaks free in his escape pod, this time with the Precursor Stone in tow. He promises to use the Stone to defeat all that oppose him as he flies off, leaving the two inside the crumbling Tomb.

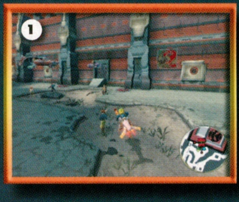
It's time to take leave of Mar's Tomb. Return to the entrance and head outside. Torn is waiting at his Hideout to speak to Jak. It looks like things have really gone from bad to worse.

MISSION: RESCUE FRIENDS AT FORTRESS

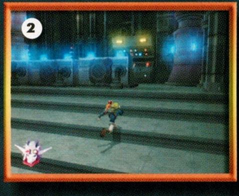
MISSION DESCRIPTION: Having grappled with the Baron a second time, losing the Precursor Stone to him in the process, Jak & Daxter return to Torn with some questions. It turns out that Torn gave them up. The Baron had threatened to kill Ashelin for spying —— his own daughter! Torn couldn't risk that, even for the Underground. To make things right, he tells them that there might still be a way to get their friends back and, possibly, the Precursor Stone in the process. He tells them to go to the Baron's Prison, where everyone is being held prisoner, while he seeks out Vin. Reluctantly, Jak accepts the mission.

FORTRESS



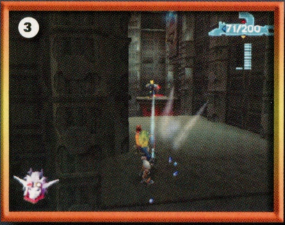


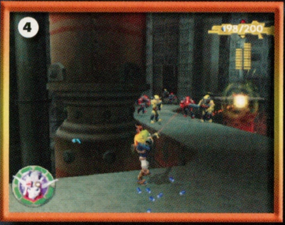
Grab a Zoomer and head for the Baron's Fortress – the last place Jak ever wanted to return. It's location is very close to Torn's Hideout, just off to the West **[1]**.



Last time they were here, the boys blew the Ammo Dump sky high. Now they have to find their friends, who are being held prisoner somewhere in the bowels of the prison. Since the left entrance has been caved in (due to the explosion), the only way to go is up the stairs on the right and through the deactivated security gate. Grab the Ammo inside the Krimzon Guard Crates before heading out **[2]**.

Equip the Vulcan Fury or Blaster and get ready to do some serious shooting. Around the corner is a heavily occupied room full of Krimzon Guards (Elite and standard), as well as a few Hover Guards. Use the corners and walls for cover and start firing away **[3]**.



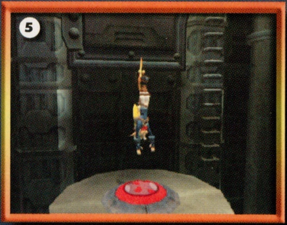


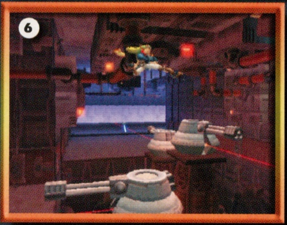
As Jak & Daxter get further into the room, Krimzon Guards come spilling out through the doorway at the end. Keep firing away, using the columns for cover, and don't stop until each and every Guard has been eliminated **[4]**.

Dark Jak Opportunity

This is a great place to transform into Dark Jak and clear out most of the enemies in one fell swoop. Get as close to the doorway at the end as possible, then transform into Dark Jak and execute a Dark Bomb or Dark Blast.

When wave of oncoming Guards has stopped, Double Jump across to the four columns on either side of the room and activate the switches by executing the Dive Attack. In the next room, there is a final switch in front of the security gate. Activating it will deactivate the force field allowing Jak & Daxter to continue on **[5]**.



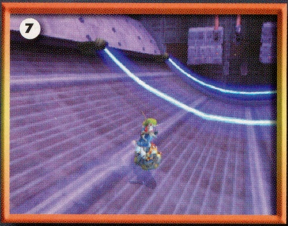


There are a series of infra-red trip lasers sweeping the floor Inside this next area. You could try and avoid them, jumping over and ducking under each in order to get to the other side, but it's actually much easier to use the guns they are mounted to as stepping stones to get across **[6]**.

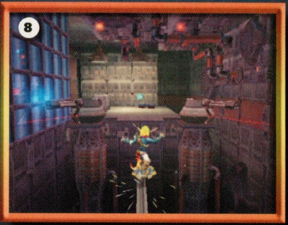
TIP

There are two Health Packs inside the Krimzon Guard Crates in this room. If you choose to get them, be extra careful to avoid the trip lasers.

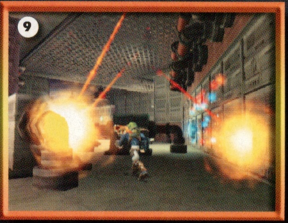
There is a half-pipe at the other end of the room, which will lead Jak & Daxter into the next section of the fortress. Its sides are too steep for them to climb up on their own, but the JET-Board will definitely do the trick. Watch out for the electrical coils slowly moving along its length, and remember to jump off at the top, in older to get out of the pipe and land on the platform **[7]**.



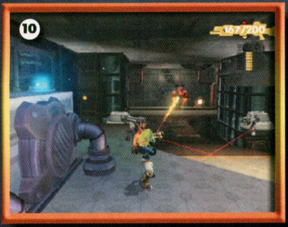
This next room represents a new challenge. There are two infra-red laser mounted machine guns sweeping from side to side, with a thin rail bridging the gap between the platforms. Jak is going to have to Grind across the rail and avoid the lasers in the process. Wait for the two lasers to sweep toward the walls, which provides a short window of opportunity to safely get across. As soon as they cross each other, hop back on the JET-Board and quickly Grind across **[8]**.



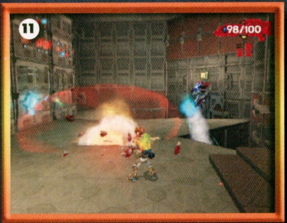
Quickly wind your way through the maze of machinery without stopping, as the Krimzon Guards on the grated floor above have Jak & Daxter in their gun sights **[9]**.

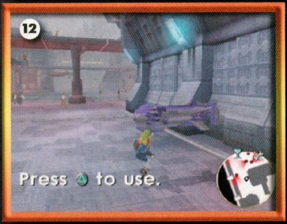


As soon as the two start up the ramp, equip the Blaster or Vulcan Fury and target and take out the next set of Guards up on the small platform at the top. Be careful up here, as there are two Hover Guards just out of sight that will get off a few shots before you can retaliate **[10]**.



Wait for the next two trip lasers to separate away from each other, then run across the walkway and jump the gap leading into the next room. A never-ending stream of Spyroids will continually pop out of a hole in the floor here. Use the Scatter Gun to clear a path and keep on moving through the doorway and into the next room **[11]**.





Press △ to use.

Jak & Daxter have come full circle, arriving back at to the room where Jak spent two years being forced to endure all sorts of heinous Dark Eco experiments. Opening the cell doors, they find their friends, who include Tess, Samos and... Samos! The younger Samos explains that they are time twins and then begins to argue with himself. The older version wants to find the Kid, pronto, while the younger Samos feels that their top priority is disrupting the Baron's forces. As promised, Torn manages to get Vin to activate the Warp Gate, thankfully interrupting the spat. The group heads through it to safety and freedom.

Back at the Power Station, head outside and grab a Zoomer. There are multiple destinations from which to choose, including Torn, Krew and Keira. Pick your next location and head out **[12]**.

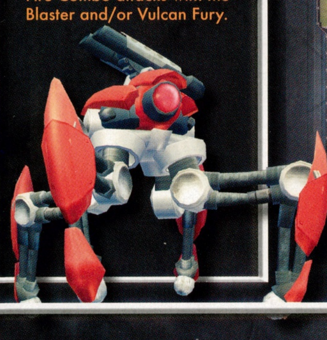
MISSION: PROTECT HIDEOUT FROM BOMB BOTS

MISSION DESCRIPTION: Back at Torn's Hideout, Jak commiserates with the two Samos'. It seems that word on the street is there are a pack of the Baron's Krimzon Guard Bomb Bots zeroing in on the Underground Hideout. If they reach the Hideout, it will be disastrous for the Resistance. Jak & Daxter are charged with tracking them down and eliminating them before they can make it to the Hideout location.

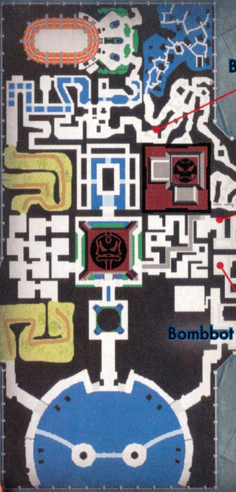
NEW ENEMY

Krimzon Guard Bomb Bot

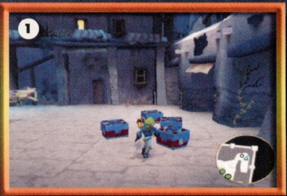
Bomb Bots are mechanized armored bombs, which seek out targets and explode on their arrival. In addition to their volatile payloads, these robots come equipped with precision proximity defenses, shooting at all and any objects that get within their attack range. The best way to combat one of these Bots is to get up close and personal, shooting at it from underneath its belly where it can't target Jak, while executing Rapid Fire Combo attacks with the Blaster and/or Vulcan Fury.

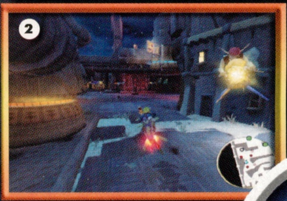


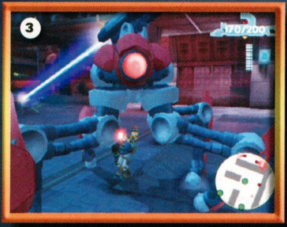
HAVEN CITY



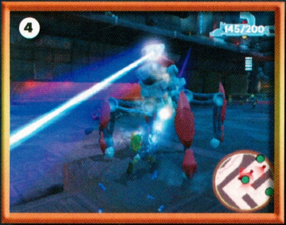
When Jak & Daxter hit the street, the Bomb Bots will already be on the move toward the Hideout location. Grab the Blaster and Vulcan Fury Ammo from the Krimzon Guard Crates outside the Hideout, then hop on the parked Zoomer and head for the first of the three **[1]**. Their locations are displayed on the City Map, indicated by flashing green dots. There are two moving about South Town, near the entrance to the Slums, and a third all the way up near the entrance to Main Town. Start with the two in South Town first, as they are the closest **[2]**.

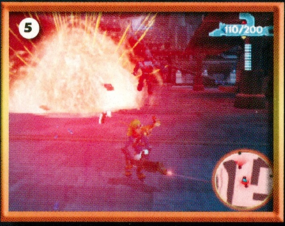




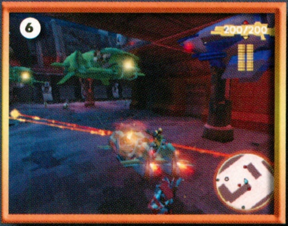


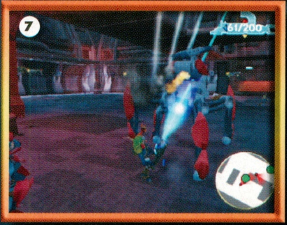
As soon as Jak approaches the first Bomb Bot, hop off the Zoomer, equip the Vulcan Fury, and run right up and get underneath it. While these unstable mechanized beasts are equipped with proximity defenses, they have no way of targeting Jak when he is so close **[3]**. Start firing away, while keeping up with the Bomb Bot. It takes quite a few hits to go down, but once it starts to smoke and then catch on fire, you know it will be close to exploding **[4]**. As soon as you hear it start to beep, hightail it out from underneath and get as far away as possible, as it will explode seconds later **[5]**.



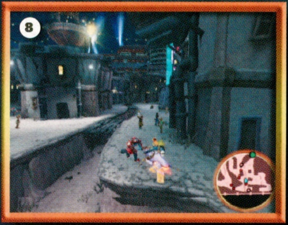


The second of the three Bomb Bots should be in the immediate area. Grab a Zoomer if one is handy, or hop on the JET-Board to get to it quickly – time is of the essence! **[6]** As soon as you locate it, repeat the process of getting underneath it and pump it full of lead until it starts its self-destruct sequence **[7]**.





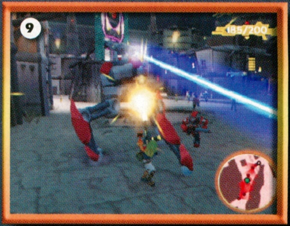
Now that the first two in South Town have been eliminated, grab the closest and fastest Zoomer and locate the third Bomb Bot in the Slums. At this point it should be getting fairly close to the Hideout. If it gets within a few yards of the Hideout, you will have approximately 10 seconds to eliminate it before it explodes **[8]**.



TIP

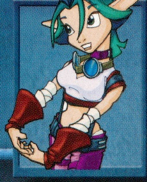
If you run out of Vulcan Fury Ammo, switch to the Blaster and continually execute Rapid Fire Combos to take out the Bomb Bot quickly.

Once again, get underneath the final Bomb Bot and start shooting (executing the Rapid Fire Combo move if you are using the Blaster). Concentrate solely on taking it down and don't worry about the Krimzon Guards, as they will most likely get hit by one of the Bomb Bot's stray laser shots. When it goes down for the count, the mission is accomplished **[9]**.



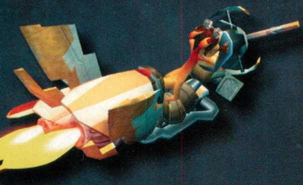
There's still much to do. Avoid the Krimzon Guards, grab a Zoomer and head to your next destination.

Kiera: Continued on next page.
Krew: Turn to page 165.



MISSION: WIN CLASS 2 RACE AT STADIUM

MISSION DESCRIPTION: At Keira's Race Garage, Jak & Daxter run into an unexpected visitor — Erol, the Baron's second in command. He taunts Jak about how he is going to crush him on the racecourse, then pushing his buttons even further when Keira walks into the room. Keira seems to respect Erol and his racing prowess, angering Jak even more. She continues to push his buttons, dissing him for his connection to Krew, as well as making him feel awkward due to his Dark Jak transformations. He storms off, leaving Daxter to take on the challenge of the Class 2 Races.

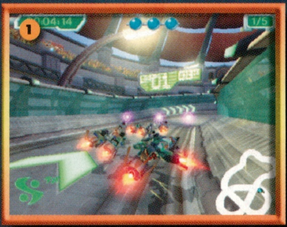


HOVERBIKE MOVE LIST:

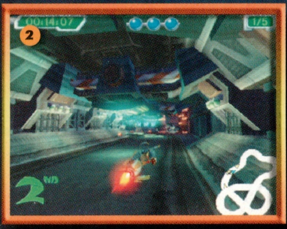
× button	Accelerate
☐ button	Brake/Reverse
○ button	Turbo Boost
L1 or R1 button	Jump

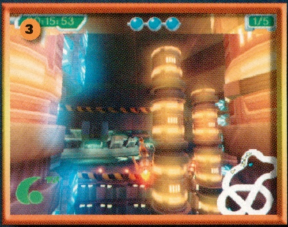
GENERAL INFORMATION:
The Class 2 Race is definitely more challenging than the Class 3 Race, as the grid of competitors is more cutthroat and the course has more twists and turns. While Daxter is much smaller than Jak, he proves to be just as capable of handling Keira's Hoverbike.

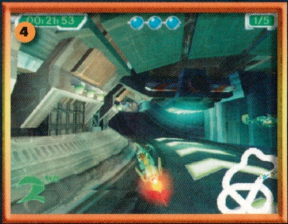
Like the Class 3 Race, this race consists of a grid of eight competitors across a five-lap race. There are still Turbo Boosts to collect, tight turns to navigate, and short cuts to uncover. As before, use your Turbo Boosts wisely, only during straight-always and when you need an extra boost of speed to power through a short cut.

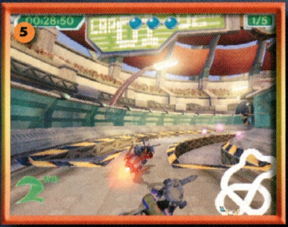


THE BEST LINE: From the start, do your best to jockey into a strong early position and take the long right curve tight and inside – don't sweat it if you can't grab a Turbo Boost right away **[1]**. When you go down the slope and take the next curve to the right, you will be approaching the first shortcut, which is straight ahead (marked by red lights) **[2]**. Instead of taking the turn to the left, execute a Jump (R1 or L1 button) at the edge of the track and thread the needle between the columns on the left-and right-hand sides. If Daxter has enough speed, he should land safely on the other side of the track, circumnavigating the curve altogether **[3]**. You can also hit the Turbo Boost (○), if you have one collected, which will insure he lands on the other side (although he might run into the wall if you are traveling too fast). Take the next few curves tight, turning into them early, and Daxter will avoid the side walls, which will slow him down **[4]**. At this next section, do your





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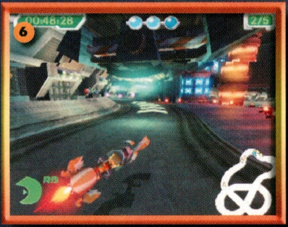
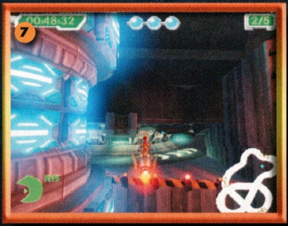

6

best to keep the Hoverbike in the middle of the track, as the two lower sections will slow Daxter down and allow the other racers to catch up **[5]**. Rounding the last right curve will complete a full lap. There is a second, just as effective shortcut, which is located directly after the first. If you want to try this one out, instead of taking the first shortcut, take the left curve. As Daxter comes around it, instead of following the track around to the left, head straight for the next section of red lights **[6]**. Jump off the edge of the track to fly across the gap to the other side **[7]**. Unfortunately, due to the close proximity of each other, only one shortcut can be made each lap. Repeat this same line to the best of your ability another four laps and victory is assured **[8]**.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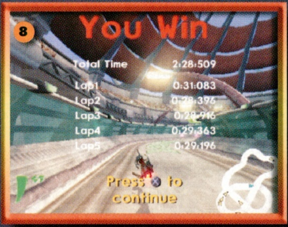

8

You Win

Total Time 2:28:509
Lap1 0:31:083
Lap2 0:28:396
Lap3 0:28:916
Lap4 0:29:363
Lap5 0:29:196

Press ✕ to continue

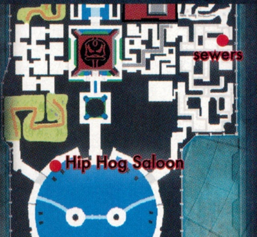
Head back outside and grab a Zoomer to your next destination.

Back at the Race Garage, Daxter is admiring his reflection in his shiny silver Class 2 trophy. Keira is happy because not only has Daxter cinched the victory, he also helped Keira's team qualify for the big Class 1 Race. Jak returns and, now that he's cooled down a bit, celebrates Daxter's big victory. He looks to Keira as if he wants to say something, but she gives him the cold shoulder.

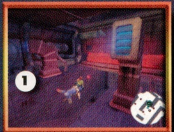
MISSION: ESCORT MEN THROUGH SEWERS

MISSION DESCRIPTION: Back at the Hip Hog Saloon, Jak, Daxter and Sig hang out in one of the booths while the fat man takes a nap. Since Krew is sleeping like a baby, Sig decides to confide in the two. He feels that Krew has crossed the line, and he has gotten himself, and Sig, into something really nasty. Sig tells the two he is thinking of getting out and, as he is about to divulge what the fat slob is up to, Daxter accidently wakes him up. Krew obviously woke up on the wrong side, and tells Jak & Daxter that he needs them to go back down into the Sewers and escort three of his boys to the Statue of Mar. He's heard that Mar's face might contain another secret and he wants the two to see if the stories are true.

CITY MAP



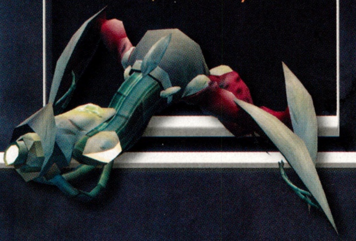
Follow the Sewer Icon displayed on the City Map to get to it quickly. Jak & Daxter have been to the Sewers twice already, once to take out the Turrets, and the other to drain them in order to find the Statue of Mar. The Sewer's location is close to the entrance to the Slums, Northwest of the Hip Hog **[1]**.



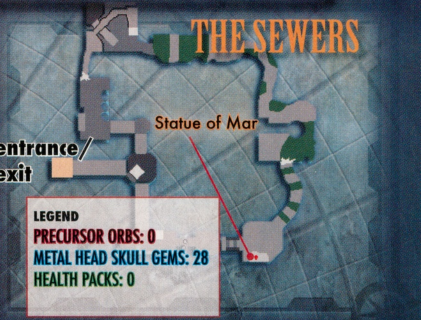
NEW ENEMY

Hose-Head

These wall crawling Metal Head creatures can target their prey from far away, as they have the ability to shoot a high velocity laser beam out of their noses. If they sense someone is near, they will shoot out this continual beam, sweeping it across the room until it comes in contact with their target. In addition, they can also use their sharp claws to swipe at their victims. The best way to deal with a Hose-Head is to target it with the Blaster from far away, hopping over its sweeping laser, if necessary.

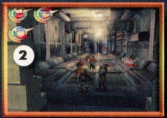


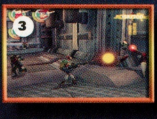
THE SEWERS



LEGEND
PRECURSOR ORBS: 0
METAL HEAD SKULL GEMS: 28
HEALTH PACKS: 0

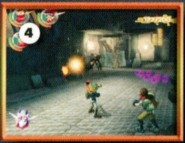
When Jak arrives at the Sewer, he meets up with Krew's Men. There are three in total, and all have to survive in order for the mission to succeed. Their health meters will be displayed in the top left corner of the screen. While Krew's Men carry standard pistols, they aren't the most effective weapons, and are mostly used for defense. During the mission, do your best to keep them in your sight, as they will quickly take damage from Metal Head attacks **[2]**.





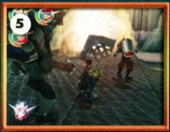
Head for the lift at the end of the corridor, which will lower Jak and Krew's Men down to the bottom level. As soon as you turn the corner at the end of the next corridor, the group will be attacked by a Hose-Head. Have the Blaster or Vulcan Fury equipped and ready and take it out – Krew's Men will retreat while you do the work. There are two more Hose-Heads at the end of the same corridor. Don't let them get the chance to use their laser beams; quickly shoot them from afar **[3]**.

TIP Do your best to avoid hitting Krew's Men with friendly fire. They aren't the friendliest or most understandable lot and will fire back if provoked.

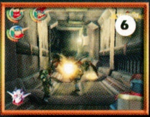


In the next room, the Hose-Heads come crawling down the walls. Stay in the center of the room in between Krew's Men and target the Metal Heads as they come crawling down. The Hose-Heads approach from both in front and behind, so make sure you continually check both areas for enemies until they stop coming **[4]**.

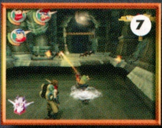
TIP Watch Krew's Men for visual cues as to the location from where the next Hose-Head will be coming. They will turn to face each one as it climbs down the wall.



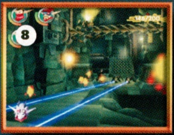
The first of the three Men will set his explosives in front of the obstruction. Move Jak to a safe position – preferably next to the two other Men in the corner of the room. The bomb goes off, clearing the way into the next corridor **[5]**.



At the end of the corridor, another group of Hose-Heads attacks from both in front and behind. Get off a few shots at the two in front, then turn your attention to the ones behind, as they are the closer and more of a threat. Finish off the others across the walkway and then continue on **[6]**.

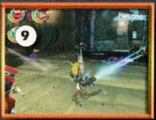


The lift at the other end will take the group down to the next level of the Sewers. At the bottom, Krew's Men set off for the corridor around the corner to the left. Keep up with them and don't let them get too far ahead. Another Hose-Head ambush ensues, with attacks from both in front and behind. Keep your cool and quickly target each set with the Blaster **[7]**.

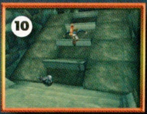


Around the next corner, a trio of Hose-Heads are already busy shooting their laser beams at the group and Krew's Men won't go any further until you take care of the problem. Wait for a break in the beams, then jump out and execute a series of Spin Kick Showers to take them out. Repeat the process a second time with the second set around the next corner **[8]**.

A second bomb is remotely set and detonated, blowing away the obstruction and revealing a new tunnel. Before the group can go through it, they are ambushed by a horde of Hose-Heads, which come crawling down from the ceiling in pipes – in horrifying numbers.



Stay back with Krew's Men to keep an eye on them and equip the Vulcan Fury. While most of the Hose-Heads will be coming from the other end of the room, some will drop down right in front of the group. Continually blast away at the onslaught of Metal Heads, switching to the Blaster when you run out of Vulcan Fury Ammo. Eventually, the attack ends **[9]**.



The Men take off, leaving Jak & Daxter behind. Krew communicates with Jak that he has a reward waiting for them back at the Port – another Gun Upgrade. It's time to leave the Sewers and head back out to the City. Take the steps up to the platform above and then drop down into the corridor below – the lift at the end will take the two toward the exit, which is just down the tunnel to the right and around the next corner **[10]**.

Krew's Men head through the blown entrance, which leads to the Statue of Mar. When they reach it, they place every last bit of explosives around its base. Before Jak can stop them, the bombs are detonated, blowing the Statue to bits. In the middle of the rubble, Krew's Men find the prize – the Heart of Mar Gem

Dark Jak Opportunity

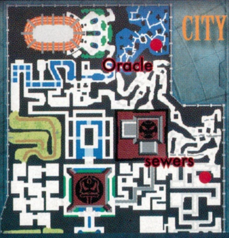
This is the perfect time to use Dark Jak's Metal Head-clearing abilities. Stay close to Krew's Men and wait as long as you can in order to get as many Hose-Heads on screen as possible. As soon as there are at least five or six, execute a Dark Bomb or Dark Blast to take care of business. Even with his awesome Dark Powers, there will still be many more left afterwards.

Oracle: Continued on next page.

Gun upgrade: Turn to page 168.

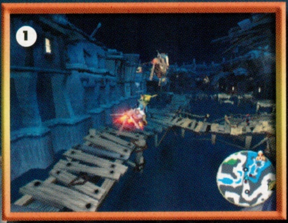
MISSION: GO TO THE ORACLE

MISSION DESCRIPTION: Now that Jak has over 200 Metal Head Skull Gems, the Oracle is summoning him yet again. Returning to its hut, located at the Waterfront in the Slums, will gain Jak new insight and control of his Dark abilities.



CITY MAP

Hop on a Zoomer, follow the Oracle Icon to the Water Slums where its Hut is located and enter the Oracle's Hut when you arrive **[1]**



As soon as Jak walks into the hut, the Oracle shoots out a beam of Eco energy straight into Jak's body, once again lifting him off the ground with its raw power. The Oracle's voice fills his head, telling him that, now that he carries the weight of darkness on his shoulders, he alone can not save the Precursors from the Metal Heads. Their last hope rests with one still untouched by pain. Jak must protect this "young soul" in their moment of truth. The Oracle grants Jak a new Dark Power: Invincibility **[2]**.

DARK INVINCIBILITY
The Oracle's new Dark gift is Dark Invincibility. Now, when Jak temporarily transforms into Dark Jak, he will be invulnerable from enemy attack. This Invincibility will only last as long as he is Dark Jak.

Dark Jak is now invincible!

Before leaving, if you approach the Oracle, it will tell you it needs more Metal Head Skull Gems, this time just 100 **[3]**.

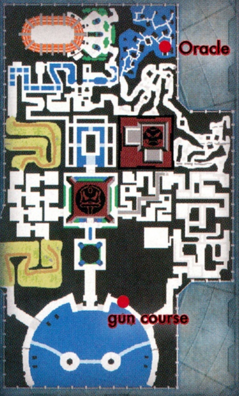
Bring 100 Metal Head Skull Gems

Head out of the Oracle's hut, grab yourself a Zoomer, and continue toward the next destination.

MISSION: FIND THE PEACE MAKER

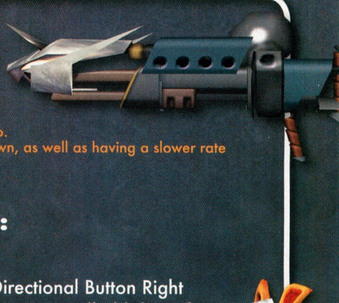
MISSION DESCRIPTION: As a reward for escorting his men down to the Sewers (and unfortunately allowing them to steal the Heart of Mar Gem), Krew has left a new Gun Attachment for Jak at the Port.

CITY MAP



MORPH-GUN

Peace Maker: Just like the one Sig carries, the Peace Maker is a lethal weapon that fires charged particles of electricity. If multiple enemies are within its range, the electricity will arc and separate, targeting all in its path. Use it sparingly, as it can only hold a maximum capacity of 10 units of Ammo. Since the Peace Maker is so powerful on its own, as well as having a slower rate of fire, it offers no advanced combo moves.

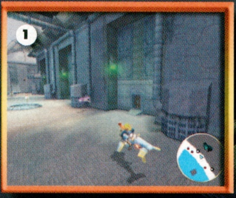


PEACE MAKER MOVE LIST:

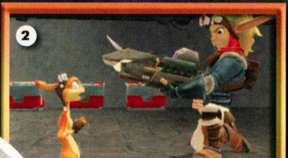
Standard Moves:

Equip/Put Away Peace Maker ..... Directional Button Right
Fire Peace Maker........................ R1 Button (hold down for a more-powerful, charged shot)

This mission is a fairly simple one. All you have to do is get the Peace Maker attachment for the Morph-Gun. It's location is no secret – like the Blaster Mod earlier, the Peace Maker is stashed away in a Krimzon Guard Crate inside the Gun Course. Grab a Zoomer and follow the Morph-Gun Icon on the City Map to get there **[1]**.



Once inside the Gun Course, the Crate will be sitting smack dab in the middle of the room with a beam of light highlighting it. Break it open and grab the prize – the Peace Maker **[2]**.



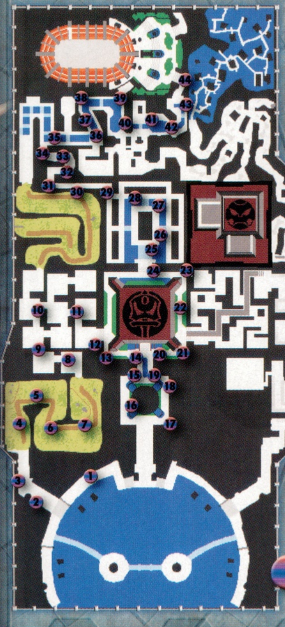
PEACE MAKER AMMO

Like the other various Morph-Gun Ammo, Peace Maker Ammo can also be found inside Krimzon Guard Crates and picked up from fallen Krimzon Guards. Peace Maker Ammo are purple and grey and in the shape of a sphere. Each one holds only one round of ammunition.

With Peace Maker in hand, head out of the Gun Course and to your next destination.

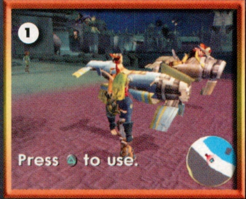
MISSION: BEAT EROL IN RACE CHALLENGE

MISSION DESCRIPTION: Back at the Hip Hog, Krew informs Jak that he wants him to throw the Championship Class 1 Race and let Erol win. Seeing a business opportunity, it seems the portly one has made a few wagers against Jak & Daxter. Defying his demands, Jak sends the fat man into a tizzy, and Krew dispenses some not so subtle threats. Erol, who has been listening from a back booth, tosses out a few of his own, challenging Jak to a race, one-on-one, through the City using Accelerator Rings. If Jak can hit every Ring from start to finish without missing a single one, AND come in first place, maybe Keira will start paying more attention to him and less to Erol.



● 44 ACCELERATOR RINGS

As soon as Jak walks outside of the Hip Hog, Erol will be waiting for him on his own Zoomer. There is a second Racing Zoomer for Jak right next to him. Press the Triangle button to hop on and start the race! **[1]**

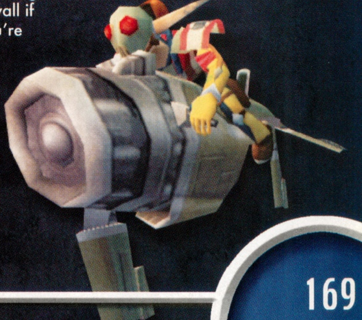


There are a total of 44 Accelerator Rings Jak will have to fly through as he is racing Erol to the finish, which is located at the steps of the Stadium. To help out, we have labeled all 44 of them on the provided Map, but they will also show up a few at a time on the City Map, as well as the Map in the Options Ring (indicated by flashing green dots).

GENERAL STRATEGIES:

1: Like the Hoverbikes in the Class Races, the Racing Zoomer has the ability to Jump, which will come in handy for some of the higher-placed Accelerator Rings. You can Jump by pressing either the L1 or R1 buttons. Unlike the standard Zoomers, the Racing Zoomer can not raise and lower into the High and Low Hover Zones.

2: The Accelerator Rings will give you a temporary speed boost. Be extra careful when heading through them while taking tight turns, as it's possible to be sent shooting into a wall if you're



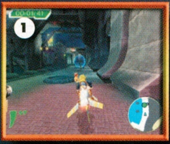
GENERAL STRATEGIES:

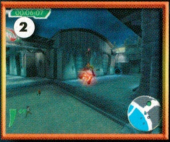
3: If you miss a ring, make sure to quickly stop, turn around and go through it, as missing a single one will result in mission failure. Don't stress if Erol gets a good lead, as the Racing Zoomer is super-fast, and it's still possible to catch up – as long as it's not the last stretch.

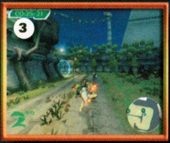
4: Look to see which way the Accelerator Rings are turned or tilted, as they will clue you in to the direction of the next one.

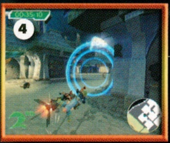
5: Make sure to take sharp turns on the inside, meaning that you should start out wide and cut the corner to avoid coming out the other end way off track.

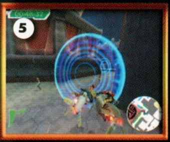
6: If you do fall way behind and feel like you are too far back to catch up, you can always restart the mission – by pausing the game, then choosing the Restart/Quit option and selecting Restart Mission.

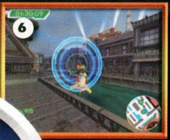






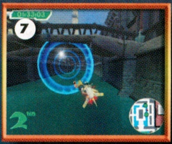


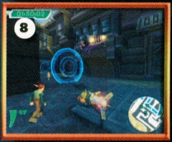


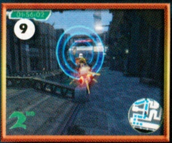


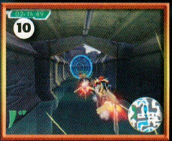
RACE CHALLENGE:

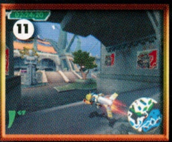
Start out the race by heading through first Accelerator Ring dead ahead **[1]**. The second is around the corner to the right – use the Racing Zoomer's Jump to get over the small bridge and then aim straight for it **[2]**. Continue to go through the next series of Rings leading into the Farm Area, taking the corners on the inside, so Jak will be lined up with each **[3]**. It gets a little tougher when the two reach the Bazaar, as there are a few tight corners to deal with. Make sure to continually glance at the City Map so you will know the location of the Ring coming up **[4]**. The next set of Accelerator Rings at the Square near the Port will lead Jak in a circle around its length, then continue on past the base of the Baron's Palace. Make sure you take the corners here especially tight, letting off the gas or breaking if need be as you do so **[5]**. The Race will continue into Main Town. The first Ring here requires a Jump to get to. Jump up to it and over the railing, which will drop Jak down into the waterway **[6]**. The next few will lead him through the waterway, then up the ramp and back onto the streets **[7]**. The following few turns are unbelievably tight. Make sure you are going slow enough as to not miss a Ring in the process **[8]**. At the next waterway, Jump again to get up to the Ring **[9]**. Once back down in the waterway, be ready for a series of Rings that will lead Jak through its twisting tunnel system. Do your best to avoid running into the tight walls when taking the turns **[10]**. A few more down, and Jak will arrive at the finish line next to the Stadium **[11]**. Erol, lets the two know that this is not the end of it, then flies off like the sore loser that he is **[12]**.









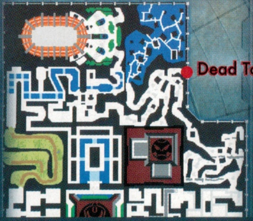


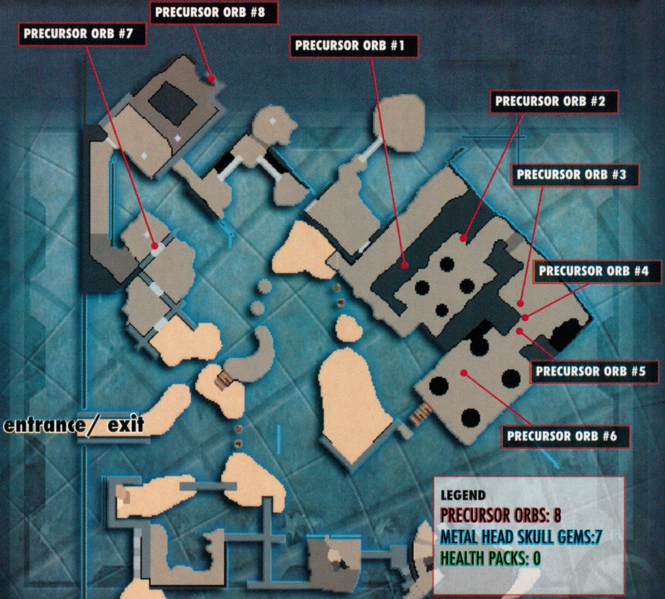
Now that you've put Erol in his place, grab a Zoomer and head to the next location.

MISSION: GET LIFE SEED IN DEAD TOWN

MISSION DESCRIPTION: On the way to their next destination, Samos contacts Jak & Daxter and tells Jak he needs him to go to Dead Town and visit his old Hut. It's time to retrieve something very important that has been left there.

CITY MAP





LEGEND
PRECURSOR ORBS: 8
METAL HEAD SKULL GEMS:7
HEALTH PACKS: 0

Dead Town is the ruined area outside the City. This is the location where Jak & Daxter retrieved the Baron's Banner at the start of their adventure, and also the area where they originally discovered that it is actually the remnants of Sandover Village from the past. Follow the Dead Town Icon on the City Map to get its location, which is located at the end of an alley in the Slums **[1]**.

Samos has asked Jak & Daxter to retrieve a special item, which is located in what is left of his Hut. The bad news; to get to the Hut, they are going to have to break down some walls, fend off hordes of Metal Heads, and smash columns to create bridges. The good news; the Underground has left a special Titan Suit to help take care of the job. Head for the Suit, which is highlighted by a beam of light (as well as labeled on the Map) **[2]**.

TITAN SUIT

Made out of super-strong alloys, the Titan Suit will literally give Jak the upper hand with its tough metallic surface and its incredible exo-skeleton strength. Built to move large objects, knock down barriers and traverse hazardous environments (including underwater), this mechanized suit is also great for fending off Metal Heads with a serious one-two punch. The Titan Suit is not completely indestructible, though, and will break down with repeated damage. The damage meter at the top of the screen displays the Suit's current status.

TITAN SUIT MOVE LIST:

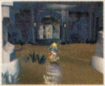
△ button	Get In/Out
Left analog stick	Walk
Right Analog Stick	Camera Rotate/Zoom
□ button	Punch
○ button	Punch
✕ button	Boost Jump
R1 button + left analog stick	Push/Pull Object
R1 button	Pick Up/Put Down Object
□ button (While Holding Object)	Throw Object
○ button (While Holding Object)	Throw Object

TIP

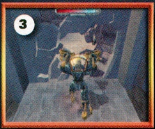
Jak can now use the JET-Board to safely travel over the muddy brown liquid.

Precursor Orb

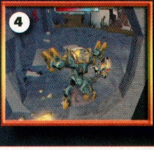
Before hopping into the Titan Suit, hop onto the JET-Board and travel diagonally up and to the right to find a set of six Precursor Orbs. They can be found underneath and inside this ruined building, which has a series of arches on its front side. Head on in and follow the trail of Precursor Orbs, which will lead the two through the building and out the other side.



Hop into the Titan Suit by pressing the △ button when next to it, then approach the wall with the red target and use the Suit's mechanical fists to smash it into pieces. Pressing the □ or ○ button will do the trick **[3]**.



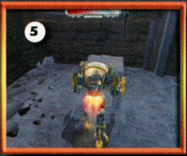
As soon as the wall is broken down, a Metal Head Grunt on the other side will leap and attack. Try and strike it with the Titan Suit's fists before it gets the chance to hop onto the Suit. If it does, it will continually chip away at it, damaging the Suit until it explodes. Keep an eye on the Titan Suit's damage meter, which is located at the top of the screen **[4]**.



TIP

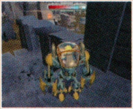
To shake off an attacking Metal Head, continually use the Titan Suit's Boost Jump by pressing the ✕ button repeatedly.

Continue to blast away at the targeted walls and take on the Grunts in order to get deeper into the ruins. When Jak & Daxter reach the area with the stone block on the ground, approach it and press and hold the R1 button to grab hold of it, then press forward on the left analog stick to push it to the short wall. This will create a step of sorts, so the Titan Suit can Boost Jump from it up to the wall above **[5]**.

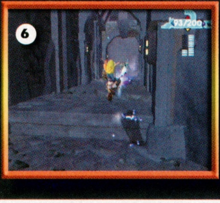


Precursor Orb

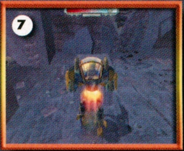
Before moving on, turn the Titan Suit around as soon as Jak gets up onto the platform on the small wall – there is another Precursor Orb along the wall behind him.

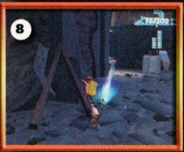


Around the next corner is a locked and loaded Grunt Gunner. Trying to get the lumbering Titan Suit close enough to smash it with the Suit's fists will result in it taking a lot of unnecessary damage. Instead, leave the suit behind the protection of the corner wall, hop out (by pressing the Triangle button), and then use the Vulcan Fury or Blaster to take it down **[6]**.



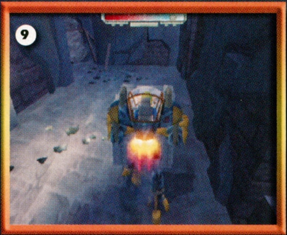
Hop back into the Titan Suit and break down the wall at the end of the path. In this next area, there is another stone block that Jak can push forward and against the small wall **[7]**.

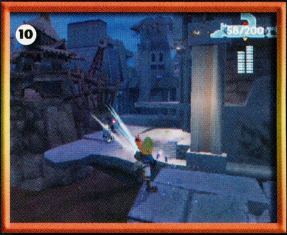




BEFORE Boost Jumping up to the wall, hop out of the Titan Suit and then up to the wall. In the next area are two more Grunt Gunners. Take them out with the Morph-Gun first, then get in the Suit and hop up and continue **[8]**.

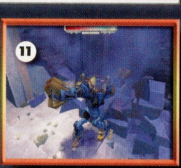
You'll also find another stone block up here. Get behind it and push it all the way down to the small wall at the other end **[9]**. Again, before Boost Jumping up to the wall's ledge, get out of the Titan Suit and then get rid of the Grunt Gunner on the platform across the way **[10]**.



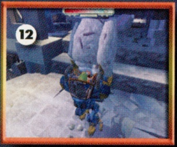


Precursor Orb

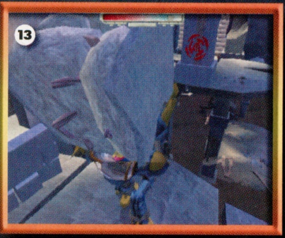
As soon as the Gunner has been eliminated, turn around and grab the Precursor Orb at the other end of the wall.



Hop back into the Suit and get up on the wall, following the path around to the right. Be very careful not to fall off, as doing so is certain death. Around the corner, Jak & Daxter will find a stone column. The red target means it can be smashed, so get to it! You can now use the fallen column as a bridge to get to the platform on the other side **[11]**.



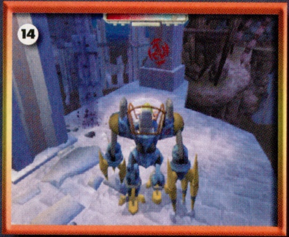
This stone block is a little smaller than the other, push-able ones. If you press the R1 button, the Titan Suit will pick up the block. You can throw the block by pressing the Square of Circle button. Carry the block back up and over the steps of the way you came, then take a right **[12]**. There is another stone column across the way that the Suit should be targeting. Walk to the edge of the platform and press the Square or Circle button to throw the stone block at the column, sending it smashing down and creating a bridge to get across **[13]**.

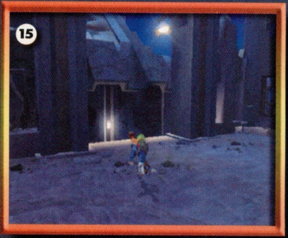


TIP

If you accidently throw the block too early or miss your target, another will drop down from above if you walk away from the spot where you picked it up.

Head across the bridge then pick up and throw the block at the wall in front of it. Boost Jump across the small gap and then head around the corner to the left to smash yet another column – this one makes a bridge to Samos' old Hut. Head across and Jak will grab what he came for **[14]**.





There's nothing left of interest in the old Hut, so return down the bridge and head through the opening on the left, leaving the Titan Suit behind. The end of this path leads back toward the exit, which is where Jak & Daxter need to go. Head back out to the City and pick your next destination **[15]**.

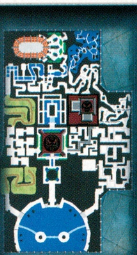
Onin: Continued on next page.
Vin: Turn to page 176.

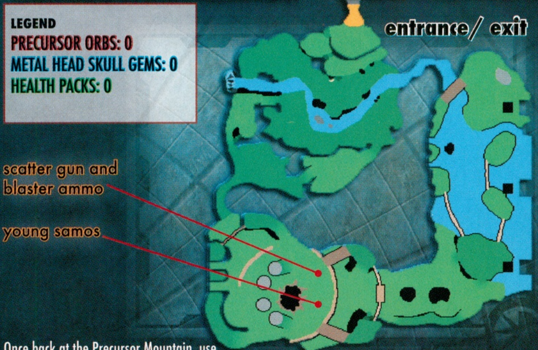
Jak & Daxter enter the Hut and the item they came for, the Life Seed, floats into Jak's hands. Samos communicates with the two and explains that before they came through the roof long ago, he was nurturing the Life Seed from the Great Tree. It seems the Metal Heads are attracted to its power. Samos wants Jak to take the Seed to Onin, where she will prepare it for the other Samos – he needs its power to become sagely.

MISSION: BRING LIFE SEED / PROTECT SAMOS IN HAVEN FOREST

MISSION DESCRIPTION: Onin is relieved Jak & Daxter have recovered the Life Seed and brought it back to her so she can prepare it for the young Samos. After some infighting between Daxter and Pecker, the Seed is ready for Jak, who has to take it to young Samos in Haven Forest. It will give the pre-Sage the power he needs to finally see the forest from the trees.

CITY MAP

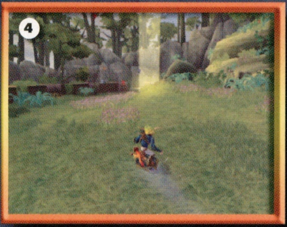



LEGEND
PRECURSOR ORBS: 0
METAL HEAD SKULL GEMS: 0
HEALTH PACKS: 0
entrance/ exit
scatter gun and blaster ammo
young samos

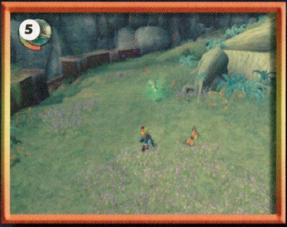
Leave Onin's Hut and head for the byway where Jak can grab a Zoomer. Follow the Temple Mountain Icon on the City Map to return to Haven Forest, where Samos will be waiting **[1]**.

Once back at the Precursor Mountain, use the Warp Gate to get to the top, then ride the Precursor Platform around the corner to Haven Forest **[2]**.

Young Samos can be found in front of the Great Tree in the second section of the Forest, which can be accessed by the tunnels at either end. The right hand tunnel on the Southern end will get Jak there faster (the one not connected by the stream) **[3]**. His location is also displayed on the Map in the Options Ring and will be highlighted when you get near by a beam of light **[4]**.

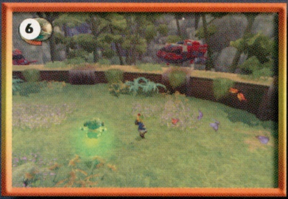


Jak delivers the Life Seed to Samos. As Samos tells Jak of its powers, a wave of Krimzon Hover Guards home in on their location. Samos begs Jak to protect him from the Guards while he asks the plants vital questions about their future.

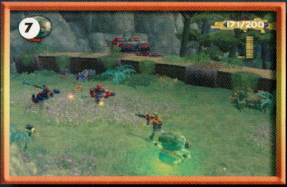


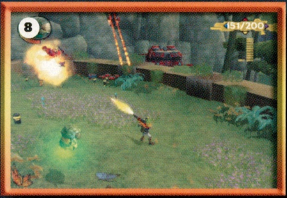
The mission now switches to protecting Samos, who needs time to ask the plants critical questions. While he meditates in front of the Great Tree, Jak is going to have to keep the onslaught of Krimzon Guards, on foot and in air, from getting anywhere near the young Sage. Samos has a health meter that will appear in the top left corner of the screen. If it is completely depleted, the mission will be over. Also, if he is attacked and hit, he will lose his connection with the plants, and take more time getting his questions answered **[5]**.

The best position to be in is right in front of Samos, forming a protective shield in front of him and allowing him to take the time he needs to get his questions answered. This is also a good vantage point from which to see the waves of attacking Krimzon Guards, which come up from the bridges on both sides of the grassy area, as well as in the air from the Air Trains **[6]**.



Start with the Blaster and begin shooting as soon as you spot the first Guards **[7]**. Keep an eye on both sides where the bridges are, as well as the area directly ahead, as Hover Guards will soon be approaching from the air **[8]**.

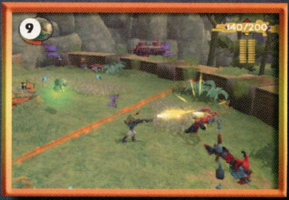




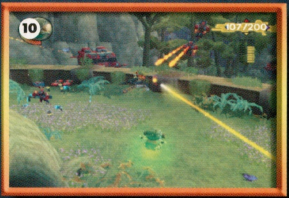
TIP

If you begin to run low, there is some Blaster and Scatter Gun Ammo inside the Krimzon Guard Crates along the left side of the small wall in front of the tree. Fallen Krimzon Guards will also leave behind assorted Ammo.

Continue to sweep the area from side to side, shooting any on-foot Krimzon Guards that come from either bridge, as well as the ones approaching from the air above. Use the right analog stick to swing the camera each way, giving you a good view of what's coming **[9]**.



The waves get more frequent and intense, requiring you to be on your toes. If Jak becomes overwhelmed, don't forget to use his different combo moves **[10]**.



Eventually, the Krimzon Guards give up, leaving the area. Young Samos tells Jak that he saw a terrible vision — the Baron is planning to destroy the Precursor Stone! He aims to crack it open somehow and, if he succeeds, the energy released will be beyond comprehension!

With Samos' dark revelation, Jak's mission has become so much bigger than revenge against the Baron. Leave Haven Forest and return to the City for your next destination.

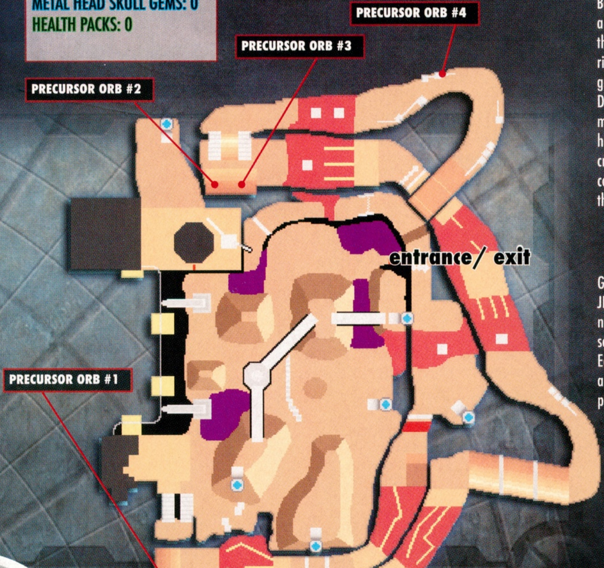
Vin: Continued on next page.
Brutter: Turn to page 183.

MISSION: DESTROY EGGS IN STRIP MINE

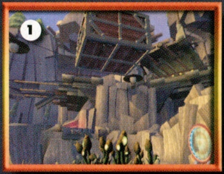
MISSION DESCRIPTION: Back at the Power Station, Vin fills Jak & Daxter in on the good news and bad news. The good news is there is enough power on-line to keep the shield walls up. The bad news; there is a cluster of Metal Head Eggs growing up at the Strip Mine site. Vin pleads with the two to go back to the Strip Mine and find a way to destroy the Eggs before they hatch into a whole new army of Metal Head creatures. Jak recalls that one of the Cranes was lifting a large metal container. If he and Daxter can jump onto the container, they can drop it down on the Metal Head Eggs from above.

LEGEND
PRECURSOR ORBS: 4
METAL HEAD SKULL GEMS: 0
HEALTH PACKS: 0

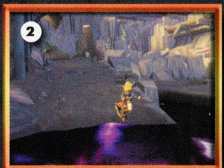
STRIP MINE

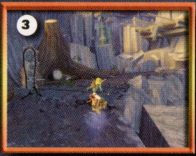


Take the Warp Gate inside the Power Station to be returned to the Strip Mine. Last time Jak & Daxter were here, they were dropping Bombs into the Eco Wells. This time, they are going to have to survive a deadly obstacle course of sorts, in order to get up to the container at the top of a crane. The Metal Head Eggs of which Vin spoke are to the right of the Warp Gate, growing in a lake of Dark Eco. If you take a moment to look up from here, you will see the crane holding the metal container right above them **[1]**.



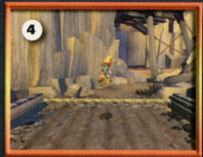
Getting up to the crane will be no easy order, requiring Jak to use the JET-Board pretty much the whole time he is at the Strip Mine. Hop on now and head for the Dark Eco Lake in the distance straight ahead. As soon as Jak hits the Dark Eco Lake, take a right and head up the ramped path **[2]**.



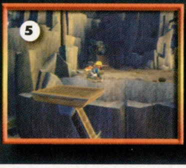


As soon as Jak starts up the dirt path, he will encounter his first hazard, a saw blade, cutting through and across the rock in a back and forth motion. It's possible to make it through most of this hazard-filled course without stopping and getting off the JET-Board, but it is up to you if you prefer to take it a bit slower, or do some of the jumping / avoiding challenges on foot **[3]**.

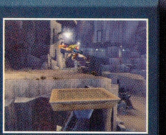
Aim Jak and time it so you are passing by the saw blade as it is moving in the opposite direction, then continue on up the path. The next hazard is a small gap in the path. It comes up pretty quick, so get ready to jump over it. On the other side of the gap is a spinning, moving, ground-level horizontal pole that just happens to have spikes over it. Continue to ride toward it on the JET-Board and jump it as it moves toward Jak **[4]**.



At the top of the small ramp Jak will encounter two drill bits – one high and one low – being plunged into the side of the mountain at intervals. Hopefully, Jak will be approaching it when the high one is being used, as he can ride right under it. If not, time your jump and hop over the lower one. This next jump can be a tricky one to make on the JET-Board, but it is completely do-able. As you come up to the gap ahead, find the small, yellow-outlined moving platform in between. Quickly anticipate which way it's moving and jump a little bit ahead so Jak will connect with it when he lands. Wait a fraction of a second and jump off it, performing a Boost Jump and leaping high enough to get across to the other side **[5]**.

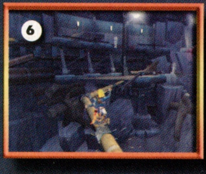


TIP

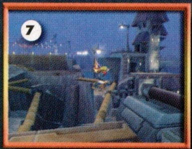


If you prefer, you can hop off the JET-Board and execute a Double Jump with a Spin Kick to get on the platform, and then another to get to the other side.

Continue on, safely passing the next moving saw blade while getting enough speed to jump the next gap, then get ready to Grind. On this next portion, stay on the lower, right hand metal platform and Grind across the yellow pipe. Make sure to steer with the JET-Board as the pipe zig zags, in order to stay on until Jak reaches the other side **[6]**.

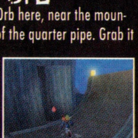


Beyond is a set of saw blades moving in opposite directions and beyond that are a set of Grindable pipes. Either will get Jak across and both require Jak to jump off them to get to the ledge on the other side, but the right one has one less bend in it **[7]**.

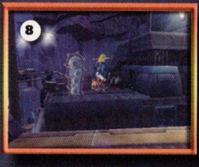


Precursor Orb

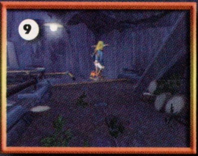
There is a Precursor Orb here, near the mountainside at the base of the quarter pipe. Grab it and then move on.

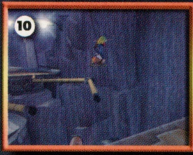


Take the conveyor belt up to the next level and get ready for even more intense obstacles. First up is a series of spiked poles. Just time your jumps so that Jak is not jumping in the same direction they are moving. The next is a gap between platforms with a saw blade on the other side. Keep an eye on the direction the saw blade is heading and aim for the opposite side **[8]**.



This next part is a bit on the difficult side, as you are going to need to pull of a Boost Jump to land on the Grindable pipes, which are just a little to far away to hit otherwise. As soon as Jak passes the saw blade, execute another jump, then another after that, which will be a higher Boost Jump **[9]**. Execute one more while aiming for either of the two pipes as Jak approaches the edge of the platform, and he will Boost Jump high and far enough to reach the pipe. Just make sure you are pressing the Square button when he lands, so he will safely Grind across **[10]**.

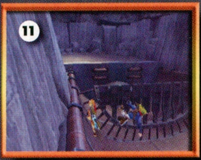




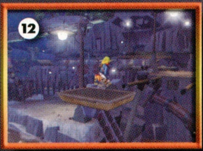
TIP

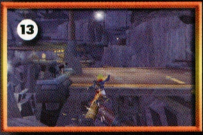
Don't forget, you can always hop off the JET-Board after particularly gnarly Grinds and jumps to take a breather and gather yourself for the next one.

Around the corner is a half pipe with barriers placed along its length. Ride the JET-Board up and down its ramps, jumping at the top to get over and around each barrier, until Jak is back on the ground on the other side [11].

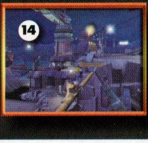


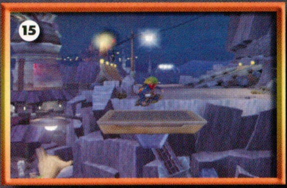
This next section gets even more challenging, starting with this moving platform and a series of pipes just beyond it. Stay on the JET-Board, make sure Jak is traveling with enough speed, then jump on to the moving platform, aiming just a bit ahead of the way it is moving to land on it safely [12]. As soon as Jak lands on it, jump again, aiming toward the nearest pipe. It's not difficult as long as you don't panic and keep your cool. Don't forget to Grind as soon as you hit it [13]. The following pipe has a gap between its sections. Just make sure to jump at the last possible second and Jak should have no problem hitting the other side.





Another saw blade with the two drill bits behind it make for the next small challenge, but the big one is right behind it. Ahead is a series of three pipes with a moving platform between them and the path beyond. Make sure you have enough speed, locate the platform and anticipate where it will be when you get to it, and pick the right pipe and Grind across it [14]. When you get to its end, jump off and on to the platform, which, if your timing is on, should be coming toward the pipe you are on. If you are feeling especially daring, you can wait a fraction of a second and then Boost Jump off the platform to the ledge on the other side [15].



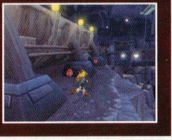


TIP

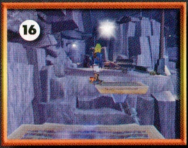
You can also hop off the JET-Board as soon as you are about to land on the moving platform, and then Double Jump with a Spin Kick to the other side.

Precursor Orb

Behind the quarter pipe at the end of the path, you will find two more Precursor Orbs. Nice!

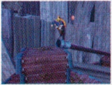


Head up the conveyor belts for the last challenge – a set of two moving platforms. Once again, aim just a bit ahead of the direction they are moving and jump at the edge of the ledge to land on the first, then wait a fraction of a second to get to the edge and Boost Jump over to the second, which should be traveling a little bit behind the first. Boost Jump one last time to get back on solid ground [16].

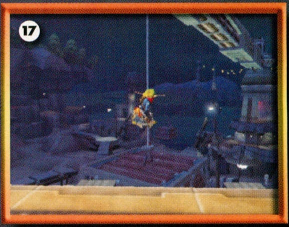


Precursor Orb

The final Precursor Orb at the Strip Mine is sitting in plain sight, on a ledge on the side of the mountain. Hop off the JET-Board and leap from crate to ledge to get to it.



Get back on the JET-Board and go around the corner. At the edge of the platform beyond, Jak & Daxter will have to take a leap of faith. Just jump as soon as you get to the platform's end [17].



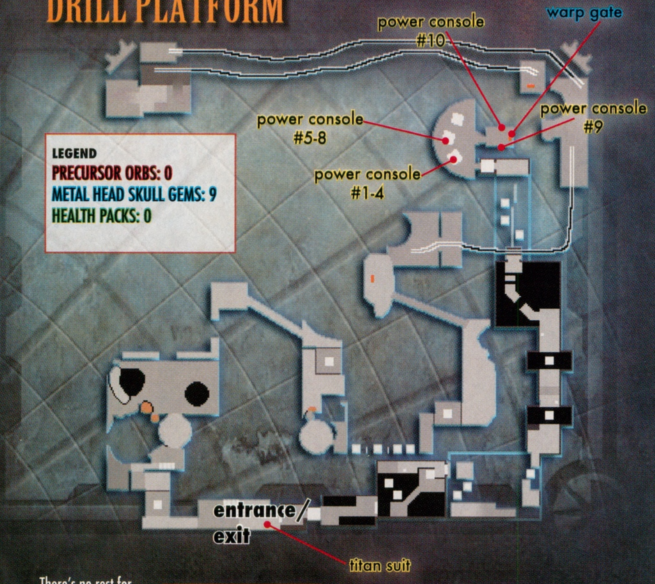
Leaping off the platform with all their might, Jak & Daxter land on the container connected to the crane, inadvertently pressing a release button as they do so, which sends the container crashing down on the Metal Head Eggs below.

Having accomplished Vin's mission, jump back into the Warp Gate and out to the City where the next destination awaits.

MISSION: DESTROY DRILL PLATFORM TOWER

MISSION DESCRIPTION: Having destroyed the Metal Head Eggs at the Strip Mine, Jak & Daxter return to the Power Station to find Kor, obviously upset that they lost the Precursor Stone to the Baron. Kor tells the two that he underestimated the Baron, and it appears that he has taken the Kid as well. He also tells them that he needs them to return to the Drill Platform yet again and destroy the Main Control Tower. Doing so should temporarily stop the Baron's use of Eco to harm them

DRILL PLATFORM



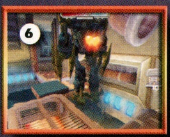
There's no rest for the weary. Jump back through the Warp Gate inside the Power Station to be teleported to the Drill Platform. This time around, Jak & Daxter won't be using the Gunpods to shoot down enemies. Instead, they will be hopping back in the Titan Suit, which is located right behind the Warp Gate from which they just came **[1]**.

Hop into the Titan Suit and take care of the targeted metal doorway. A few hits with the Suit's mechanical fists crumples it into submission **[2]**. Ride the lift in the next room down into the Platform's open underbelly, where Jak & Daxter are going to have to navigate across platforms with intermittent lasers shooting across. The three lasers turn on and off in patterns. The ones in front and back turn on together for a short duration of approximately two seconds, then the middle one turns on for the same amount of time while the other two shut off. Wait for the first to shut off, then quickly move past it and stop before the middle one. The area in between is safe, allowing Jak to wait until the middle shuts off and then move past it. The last one is in front of a metal doorway that must be knocked down to pass through. Wait for the laser to shut and quickly approach the door and rapidly punch it until it collapses. There is enough space between the laser and the door to not get hit **[3]**.

This next section is a bit of a puzzler, but is easy enough when you figure it out. The key is getting the Titan Suit up to the level above, which is too high for it to Boost Jump up to. The two platforms to the left will collapse, so bringing it over that way won't help. What you need to do, is carefully walk the Titan Suit over the walkway and place it on the lift at the other side **[4]**. Next, hop out and head back over the walkway, then quickly hop across the first collapsible platform to the second, then execute a Double Jump with a Spin Kick to get up to the ledge above it. Be ready for the two Grunts up here, which can be easily dismissed with the Morph-Gun, then hit the switch to activate the lift, delivering the Titan Suit in the process **[5]**.

Break through the metal doorway and head into the next room, then quickly Boost Jump across the collapsible platforms and onto the solid floor beyond. Make sure you don't stay on any one too long. At the bottom of the ramp is a heating release vent. Wait for the heat to disperse, then quickly move across it and Boost Jump to the platform diagonally to the left. Getting across the next two heating release vents without

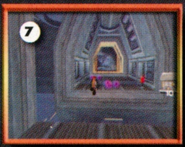
being burned is possible. Wait until they are about to shut off, then Boost Jump over the first, landing just as they deactivate. Continue on by quickly Boost Jumping over to the collapsible platform, then once again on to the next heating release vent. Lastly, Boost Jump one more time after moving down the vent a bit to avoid the burn as it turns on [6].



TIP

You can get a head start in crossing the heating release vent. In order to do so, wait until it is just about to temporarily shut off (they turn on and off in intervals of four seconds), then Boost Jump over a portion of it while it still on but just off when you land. This will give you more time to get across unscathed.

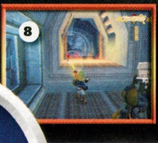
To get across this next large gap, you are going to need to get out of the Titan Suit. Do so, then take out the Grunts with the Blaster or Vulcan Fury. Next, execute a Rolling Turbo Long Jump to get to the other side and hit the switch, which activates a platform between the gap. Hop back across and take Boost Jump the Titan Suit to the other side [7].



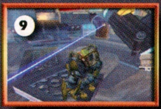
TIP

If you're really good, you can hit the switch with the Morph-Gun. The Blaster is the best one to use for the job — just aim it at the switch and shoot.

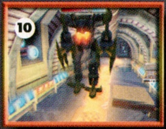
There next large gap requires the same treatment. Get out of the Titan Suit and either execute a Turbo Rolling Long Jump and hit the switch manually when the heating release vent is inactive, or shoot it with the Blaster. Either way, Boost Jump across the platform and to the other side once it has been activated [8].

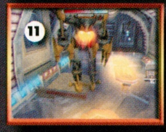


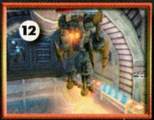
The series of lasers across the next walkway shut on and off in increments. The farthest away will turn on first, followed by the second and third together. Get as close as you can to the closest two, waiting for them to shut off. As soon as they do so, move to the edge of the walkway and Boost Jump across to the other side. When you land, stay stationary, as the Suit will be just in front of the area where the laser crosses. As soon as it turns on and off, Boost Jump over to the next platform and go through the doorway [9].



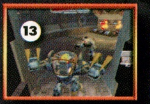
This room looks scary, and it is. The walkway down the length of the room is basically one big heating release vent that shuts on and off at four second intervals. The platforms on either side are collapsible and will only hold the Titan Suit's weight for less than a second. Wait until the vent is just about to shut off (three seconds in) and then Boost Jump as far across and as long in the air as you can [10]. When Jak lands, the vent should have just shut off. Don't stop! Start moving across the walkway until you get close enough to the last platform on the left to Boost Jump to it. By now, the vent is just kicking on and you should be off of it and landing on the platform. [11] As soon as the Suit lands on the platform, jump back to the next portion of the vent which, as Jak lands, will just be shutting off. Continue down it's short length and Boost Jump to the platform beyond [12].



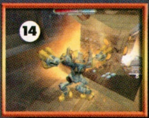




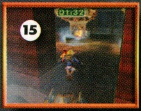
The lift at the other end will take Jak & Daxter up to the Main Control Tower, where Jak & Daxter will be accosted by a pack of Grunts. You can try to take them on in the Titan Suit or quickly jump out and use the Morph-Gun – it's up to you. When it's all clear, it's time to do some damage! [13]



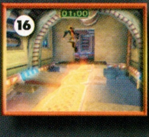
You might have noticed the Power Console indicator on the right side of the screen. There are ten Power Consoles inside the Tower that must be destroyed to bring down the whole tower, and they are all located in this next area. Hop back into the Titan Suit and go crazy. Each side of the Power Consoles constitutes as a single one and a red target will appear to show that they are destructible. There are eight in the first room of the Tower. And two more in the last room. Crush them all and then get ready to get the hell out of there! [14]



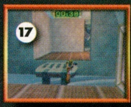
As soon as the last Power Console is destroyed, the backup cooling systems override and the Tower's self destruct system is activated. Jak & Daxter have a mere 1:35 seconds to get all the way back to the other end! [15]

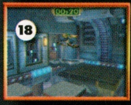


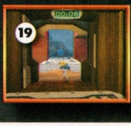
Hurry! Take the elevator back down to the bottom and then get ready for some serious jumping. Double Jump over to the heating vent (preferably when it's shut down) and then Double Jump from collapsible platform-to-platform, avoiding the heating release vent altogether. Don't forget to execute a Spin Kick at the top of each jump to make sure Jak lands each jump successfully [16].



Keep going through the next room, avoiding the lasers, and then through the passage with the gaps. Execute a few Rolling Turbo Long Jumps only when it's safe [17]. Continue on, through the next few rooms, navigating over the heating vents and looking for any shortcuts you can make by Double Jumping across platforms [18]. As long as Jak gets to the elevator with at minimum ten seconds to spare, he should be alright. Just remember, whatever you do, run the final few feet out of the elevator and on to the platform [19].



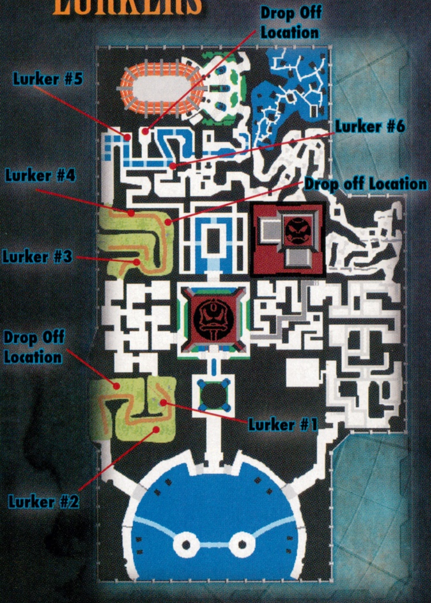




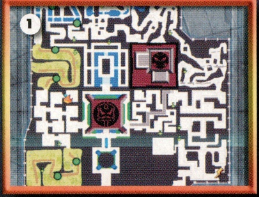
MISSION: RESCUE LURKERS FOR BRUTTER

MISSION DESCRIPTION: Jak & Daxter return to Brutter's Trinket Stand only to find out the big lug needs their help once more. Because of Jak & Daxter's "activities" at the Dig, the Metal Heads have found the Lurker's hidden caves and are causing all sort of problems for the purple creatures. If Jak & Daxter can rescue another six of Brutter's Lurker friends, he promises to kiss their "foots".

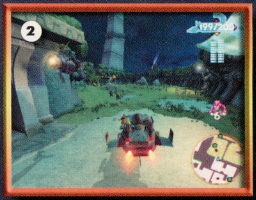
LURKERS



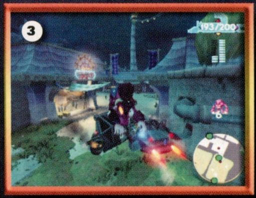
Just like the previous time Jak & Daxter rescued the Lurkers, you will find them trapped inside Krimzon Guard Transports throughout Haven City. This time, they are all generally located on the West side of the City, North and South of the Bazaar. Check the Map in the Options Ring (as well as the one above) for their general locations. They will be displayed on the City Map, indicated by green flashing dots **[1]**.



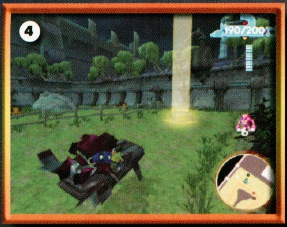
There are a total of six Lurkers that must be freed, except this time, instead of delivering them to Brutter's Trinket Stand, they need to be dropped off at secret tunnel locations that will appear on the City Map once one has been picked up. Start with the two Lurkers South of the Bazaar. Grab a large, two seater Zoomer and head out to the Farm Area **[2]**.



When you find the first Transport, equip the Vulcan Fury or Peace Maker, get behind it and make sure you are in the High Hover Zone, then shoot it down. As before, the Fury will make quick work of the Transport, sending it crashing to the ground and freeing the Lurker. Quickly drop dow into the Low Hover Zone and pick it up **[3]**.



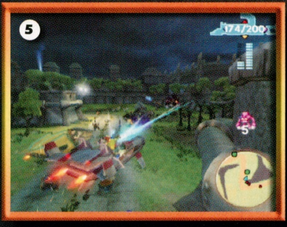
As soon as the Lurker is on the Zoomer, the secret drop off location will appear on the City Map, indicated by a green flashing dot. It's actually very close by, in the Farm Area around a few corners and highlighted by a beam of light. Head straight for it, doing your best to avoid Krimzon Guard fire. Just stop the Zoomer right next to it, and the Lurker will hop off and disappear underground. One down, five to go! **[4]**



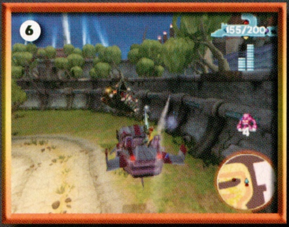
TIP

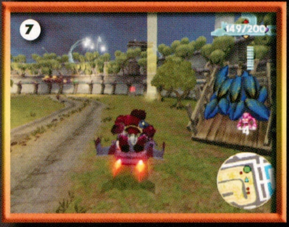
Don't forget, it's fun and easy to swap Zoomers in mid-air. When you need a replacement, pull aside one of the larger and slower ones, hop off by pressing the △ button, execute a Spin Kick to stay in the air a moment while aiming toward the new one, and then press the △ button to jump right in.

Find the second Transport, which should be in very close proximity and repeat the process. Make sure to use the Vulcan Fury or Peace Maker and stay on the Transport's tail while shooting it down – it will try to get away **[5]**.

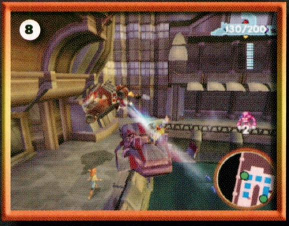


Drop off the second Lurker, then locate the batch of four, which are North of the Bazaar – two in the outlying Farm Area, and two in Main Town. Concentrate on the two in the Northern Farm Area first **[6]**. When you free the third one, you'll find the drop off location for the second set is located close to them, inside the Farm Area. Drop it off and then repeat again for the fourth **[7]**.



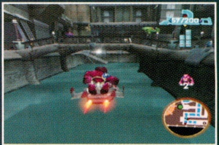


The fifth and sixth Lurkers are in Transports flying around the traffic-filled skies of Main Town. Track them down and then free number five. As soon as it is picked up, the location of the drop off is revealed, which is at the end of an street in the middle of Main Town **[8]**.

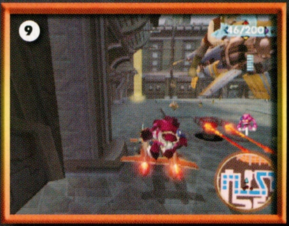


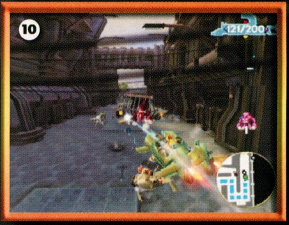
TIP

You'll have a much easier time navigating through Main Town by taking the waterways. While it's a tight fit, Jak will encounter a lot less Krimzon Guard fire and no traffic.



Follow the green flashing dot to get to the drop off location and drop off the Lurker. Don't dawdle too long dropping it off, as there is a Turbo Cannon that is more than likely locked on to your position and sending a barrage of fire Jak's way **[9]**.





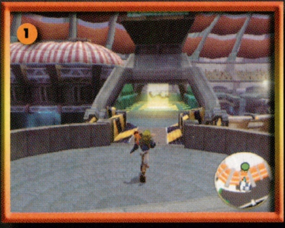
Finish off the mission by releasing and dropping off the sixth and final Lurker. Once it's safe and sound, Brutter will communicate with Jak & Daxter and tell them that they are now official members of the Lurker tribe **[10]**.

Continue by selecting your next destination on the City Map.

MISSION: WIN CLASS 1 RACE IN STADIUM

MISSION DESCRIPTION: Jak, Daxter and Samos check up on Keira back at the Race Garage, who shows them what she's been working on behind the curtain — a replica of the Rift Rider, the very same machine that got them into this mess in the first place. Unfortunately, to make the thing work, she still needs two key pieces. The first item is an artifact called the Time Map; the second, the Heart of Mar Gem. Jak knows where at least one of them is, as he basically handed it to Krew. The Class 1 Race Championship is announced. As Jak prepares to leave for the race against Erol, Keira makes an attempt at mending their relationship.

By now, you should know the location of the Stadium, as Jak & Daxter have visited it on numerous occasions. Quickly head over to its entrance and then inside, as the Championship is about to start. Approach the Hoverbike and hop on to be lowered down to the track below **[1]**.



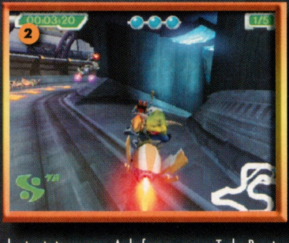
HOVERBIKE MOVE LIST:

Left analog stick	Control Pitch
✕ button	Accelerate
☐ button	Brake/Reverse
○ button	Turbo Boost
L1 or R1 button	Jump

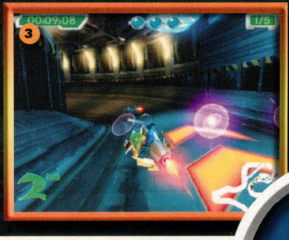
GENERAL INFORMATION:

The Class 1 Championship Race is definitely the most challenging and grueling of the Class races, as the grid of competitors are expert racers, and you can bet Erol won't play clean. The course has a few more twists and turns than the others, as well as two shortcuts that will mean the difference between winning and losing if you don't use them.

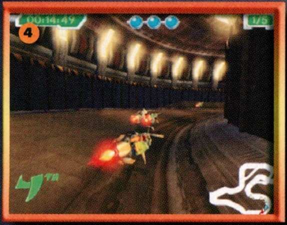
Like the Class 3 Race, this race consists of a grid of eight competitors across a five lap race. There are still Turbo Boosts to collect, tight turns to navigate, some serious hazards to avoid, and the aforementioned short cuts to uncover. As before, use your Turbo Boosts wisely, only during straightaways and when you need an extra boost of speed to stay ahead of the pack.

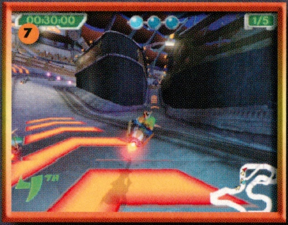


In addition to worrying about the rest of the competitors, you will also have to keep up and pass Erol, who is widely recognized as the best racer in Haven City. His Hoverbike is represented by a red arrow on the map in the lower right corner of the screen.



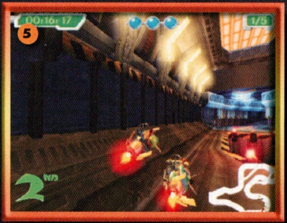
As the Class 1 Championship Race is about to begin, Erol spits out a venomous threat at Jak. Before Jak can reply, the Baron appears from a hover platform above the crowd and presents the Race. To the winner, goes a month's supply of Eco and a short tour of his Palace (to see how the other half live).

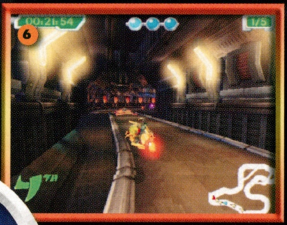


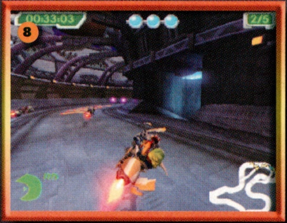


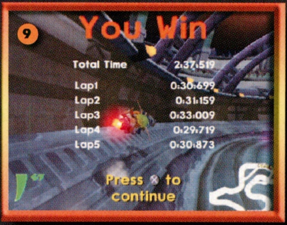
Unlike the other two Class Races, it's probably going to take a few laps to get out in first place. Don't sweat it if you are still in the middle of the pack in the second and third laps.

THE BEST LINE: As soon as the race starts, let the other competitors pull ahead while you take the shortcut directly to the right **[2]**. As soon as you come out of the tunnel, hang a sharp left to get back on the track, and take the left curve on the inside, picking up the Turbo Boost in the process **[3]**. Get an early start on the following right curve, as taking it too wide will result in falling into the lower portion of the track along the left hand wall, slowing down the Hoverbike in the process **[4]**. As soon as Jak comes out of that curve, avoid the hole in the middle of the track by driving along the wall on either side of it. Even if you try to Jump it using a Turbo Boost, you will still, quite literally, crash and burn **[5]**. Take the next few turns early, staying in the middle of the track to avoid falling into the dropoffs on either side and hit the Tubo Boost at the straightaway right after the sharp right turn **[6]**. When you get to this last, left turn and see the orange arrows along the track, watch the right hand wall for the second shortcut **[7]**. Take it, then be sure to take a sharp right turn around the lap marker to head back into the first shortcut, completing a lap **[8]**. Repeat this line across the next four laps, and Jak & Daxter will come in first place, guaranteed **[9]**.









You Win

Total Time 2:37:519

Lap1 0:30:699
Lap2 0:31:159
Lap3 0:33:009
Lap4 0:29:719
Lap5 0:30:873

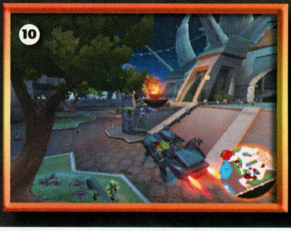
Press ⊗ to continue

Jak & Daxter are cheered by the throngs of spectators as they receive their prize – a Palace Security Pass. The Baron, not recognizing Jak from behind, approaches him and tells him fools can be bought or broken, wanting to know which way it's going to be for him. When he realizes it's Jak, he orders him killed on sight. Just as he and Daxter are about to be gunned down in cold blood, Erol charges at him on his Hoverbike. Jak dodges out of the way, and so does the Baron, but the month's supply of Eco is not so lucky, and it explodes on contact, leaving only Erol's helmet intact.

PALACE SECURITY PASS

The prize for winning the Class 1 Race Championship, the Palace Security Pass will allow those who possess it access into the Baron's inner sanctum. With this Pass, Jak will now be able to get inside the Palace and, hopefully, recover the Precursor Stone.

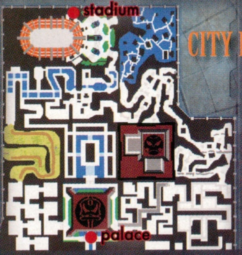
The Baron has put the Krimzon Guard on High Alert, and they are now after Jak with a vengeance. Head out of the Stadium and quickly grab a Zoomer before their sheer numbers overtake Jak. The next destination is the Baron's Palace **[10]**.



MISSION: EXPLORE PALACE

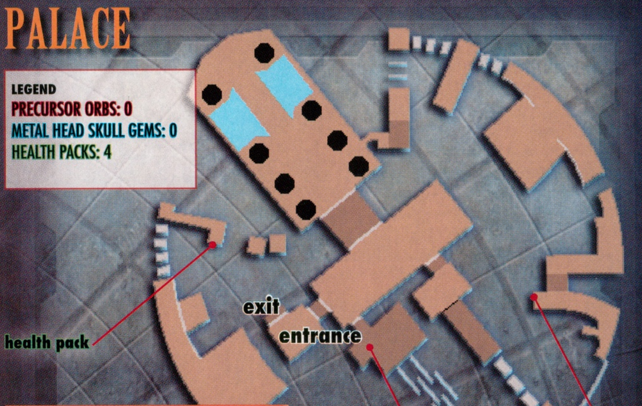
MISSION DESCRIPTION: Now that Jak & Daxter have the Palace Security Pass, they will finally be able to get inside the Baron's Palace. While Jak originally set out to exact revenge on the Baron for the years of Dark Eco experiments and torture, it's become so much bigger than that. If he doesn't stop the Baron from using the Precursor Stone, the world will be destroyed. The Palace is most likely going to be heavily guarded, but that's never stopped Jak before.

CITY MAP



The location of the Baron's Palace is displayed on the City Map, indicated by a red Skull icon. The only time the two were at the Palace, was up on its Rooftops, which they had to access by one of its Towers. Now that they have the Palace Security Pass, they can literally go through the front door. The Palace is located in front of the square near the Port in South Town **[1]**.

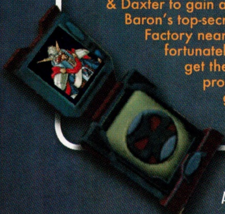
PALACE



LEGEND
PRECURSOR ORBS: 0
METAL HEAD SKULL GEMS: 0
HEALTH PACKS: 4

The elevator inside the Palace lobby will whisk the two up its interior. The plush tapestries and opulent decorations show the Baron definitely has been living the high life while the people of Haven City down below have had nothing but years of suffering under his rule. The two sets of large double doors on the left side of the hallway will lead Jak & Daxter into the Baron's throne room **[2]**.

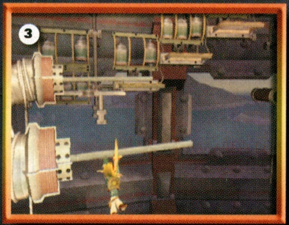
As soon as Jak & Daxter enter the Baron's throne room, Ashelin comes bounding out from behind a column, with her gun pointed at the two. Apparently, she's under the impression that Jak & Daxter have been undermining the Baron's war with the Metal Heads. She demands to know whose side he is on. Jak tries to convince her that her father is planning something terrible and, if he cracks open the Precursor Stone, the explosion will kill them all. To get proof, she contacts Vin, who gives her all the info she needs to know. As she leaves to find out more, she divulges that her father is meeting Krew at a secret Weapons Factory near the Dig. She also hands over her Black Security Pass.



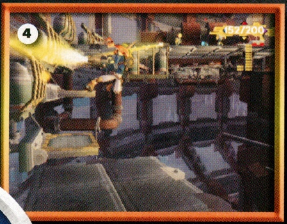
BLACK SECURITY PASS

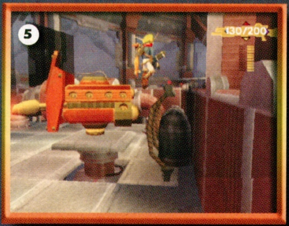
The highest level Security Pass, the Black Security Pass will allow Jak & Daxter to gain access to the Baron's top-secret Weapons Factory near the Dig. Unfortunately, while it will get them in with no problem, it won't get them back out.

Ashelin leaves a small passageway open for Jak to escape through but, unfortunately, the Krimzon Guards already know he's using it. Drop down at the end of the passageway and get ready for some serious action. The set of poles here will get Jak & Daxter to the higher platform beyond them. But, the Krimzon Guards will target the two the moment they use them. Don't hesitate once you jump Jak to the first one – leap from one to the next as quickly as possible **[3]**.



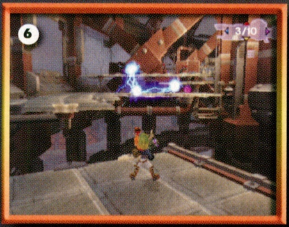
As soon as the two are on the other side, equip the Blaster and then execute a series of Spin Kick Shower combos while jumping up and across the collapsible platforms. This way, Jak will kill two birds with one stone by leaping from platform to platform AND hitting the Elite Krimzon Guards with his Blaster fire. Finish off the remaining thugs when you get to the top **[4]**.

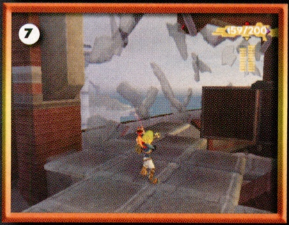




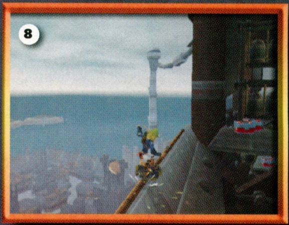
Avoiding this Gun Turret's fire is actually quite easy. Smash the glass and take a right at the wall, heading between it and the piping. Hop over and around the obstructions, including the Gun Turret, and then between the piping and the far wall to completely avoid it **[5]**.

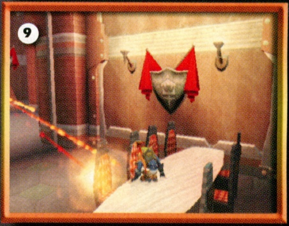
It's time to put the Peace Maker to good use. If you have Ammo, charge it up and let a few shots fly at the pack of Krimzon Elite on the platforms beyond. One or two shots will clear the lot of 'em. That's one effective and devastating weapon **[6]**.



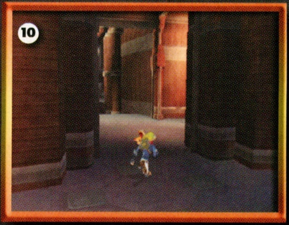


While it might look like a dead end up at the top platform, there is a way to get across the gap and to the other side. Break out the Blaster or Scatter Gun and shatter the already cracked window **[7]**. Next, back up a bit in order to give yourself enough room, then hop on the JET-Board and jump and Grind on the window ledge, hopping off at the end onto the platform on the other side. Make sure to quickly jump off the JET-Board when you land, as you don't want Jak overshooting the edge and falling to his death **[8]**.

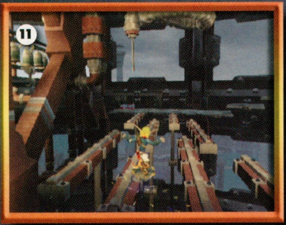




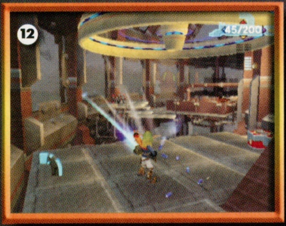
Hop across the collapsible platforms and into the next hallway, then down into the boardroom. Watch the Gun Turret out in the opposite hall, as it will constantly sweep back and forth, peppering the area with machine gun fire. As long as Jak is on or behind the table he will be protected **[9]**.



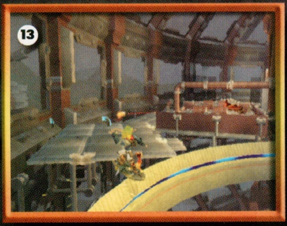
As soon as the Turret is aiming the other way, head out into the hallway and take a left. Jak is actually back at the elevator where he entered the Palace, but it won't open so he will have to find another way out. Why not try through the left open doorway? **[10]**

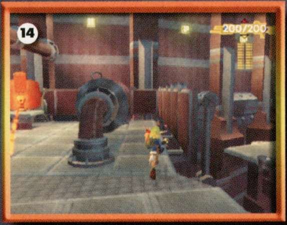


In order to cross this next gap, Jak is going to need to Grind across the series of rails. None of them stretch all the way across, so you are going to have to jump him from one to another and then to the platform beyond. Take your pick, either the left or right will do. Just hop on the JET-Board and jump and Grind the first one, then jump off it and Grind the next one to the left, then jump and Grind the next one. Finally, jump off and onto the platform, hopping off the JET-Board when you land **[11]**.



Equip the Vulcan Fury and start firing (and keep on firing) as you jump up the set of stairs, taking out the pack of Krimzon Guards up top and on the other side **[12]**. You will most likely also shoot down this circular object hanging overhead, which provides the perfect Grindable surface to get across to the other side **[13]**.

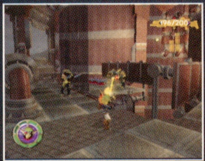




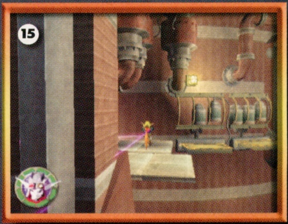
Equip the Morph-Gun (the Blaster or Vulcan Fury will work) and take out any Guards you can target from afar, then repeat the process of going around and behind the next Gun Turret to avoid its fire **[14]**.

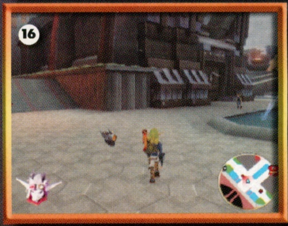
TIP

Make sure you keep the Morph-Gun equipped, as a trio of Krimzon Elite will launch a surprise attack from behind the glass. Return fire and take them out first.



A few hops, a Rolling Turbo Long Jump, and a few more hops, and Jak & Daxter will be in the safety of the Palace's lesser-used freight access way to the main elevator. Head inside and it will take the two back down to the City **[15]**.



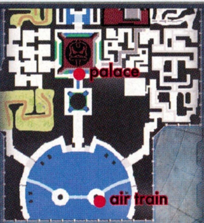


As soon as they get outside, Ashelin communicates to them that she has confirmed her father's wrongdoings. Since they now have the Black Security Pass which will gain them access to the Weapons Factory, the Air Train Icon will be highlighted on the City Map. Follow it to the next destination **[16]**.

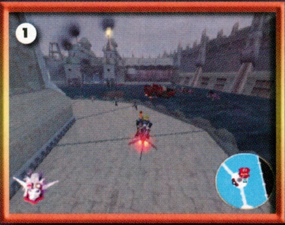
MISSION: GET HEART OF MAR IN WEAPONS LAB

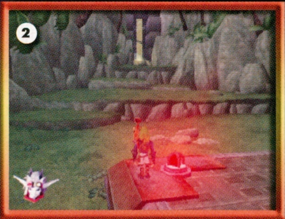
MISSION DESCRIPTION: Thanks to Ashelin, Jak & Daxter know that Krew and the Baron have arranged to meet each other at the Baron's secret Weapons Lab somewhere near the Dig. Since Krew has the Heart of Mar, and Keira needs it to help complete the Rift Rider, it's a sheer bet that Jak will find it there. Since Jak & Daxter now have the Black Security Pass (also thanks to Ashelin), they will be able to gain access inside.

CITY MAP


palace
air train

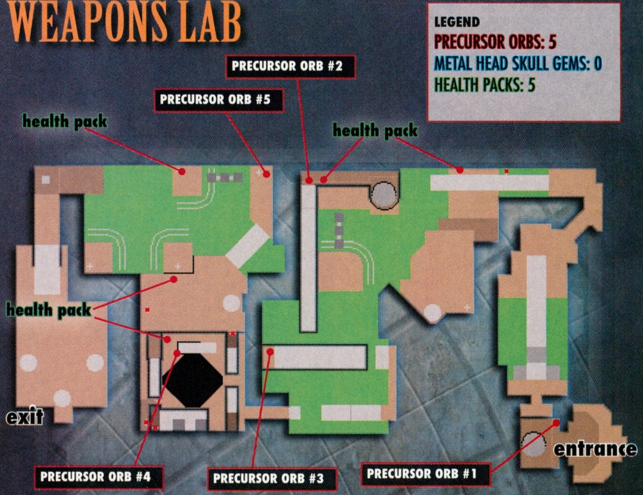
To get to the site where the Dig is located, the two can hitch a ride on the Air Train, which is located in the middle of the Port in South Town. Grab a Zoomer and follow the Air Train Icon on the City Map to get there quickly **[1]**.





Once the Air Train lands, the entrance to the Weapons Lab can be found directly opposite that of the Dig. Head around the other side of the Air Train and jump up the grassy ledges to get to the entrance (it will be highlighted by a beam of light) **[2]**.

WEAPONS LAB


LEGEND
PRECURSOR ORBS: 5
METAL HEAD SKULL GEMS: 0
HEALTH PACKS: 5
PRECURSOR ORB #2
PRECURSOR ORB #5
health pack
health pack
health pack
exit
entrance
PRECURSOR ORB #4
PRECURSOR ORB #3
PRECURSOR ORB #1

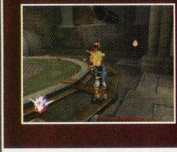
NEW ENEMY

UB86

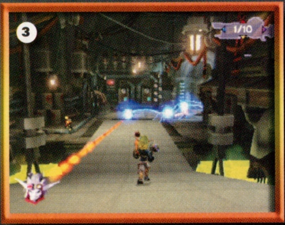
These Krimzon Guard robots have the ability to tuck into indestructible balls and roll around the floor, bouncing off walls and each other while knocking down anyone and anything else they come in contact with. As long as they are tucked into a ball, they cannot be destroyed. However, when they stop rolling around and open up, one hit will bring them down. While they don't have any other method of attack, being in between a group of UB86's can mean quick death if you're not agile and adept. The best way to counterattack these mechanized pinballs is to stay in one place and let them come to Jak, while using the Blaster in conjunction with his Rapid Fire Combo to continually deflect them and keep them from harming him. They can easily be destroyed with one shot when they open up.

Precursor Orb

Once inside the Weapons Lab, you will find a hidden Precursor Orb tucked away in the right hand corner of the elevator room.

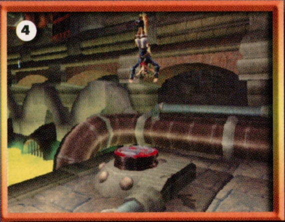


Ride the elevator here down to the next level and prepare for an intense firefight. There are multiple ways you can go about clearing out the pack of enemies at the base of the conveyor belt, but a few well-charged Peace Maker blasts will do the job nicely. If you are out of Peace Maker Ammo, try the Vulcan Fury first, then the Blaster after that. Just make sure you go in guns blazing, continually moving so they cannot get a bead on you **[3]**.

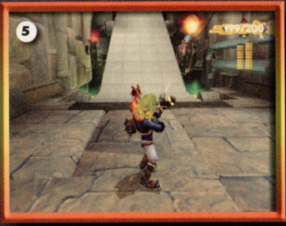


Dark Jak Opportunity

You could also transform into Dark Jak and take care of all of the Krimzon Guards in one fell swoop. Since the Oracle has also helped Jak tap into his Dark Powers even more, he will be completely invincible from their fire.



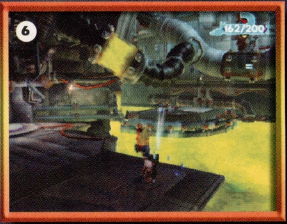
Activate the switch on the left side of the room (next to the conveyor belt) and then finish off any lingering guards beyond the now-deactivated security gate **[4]**. Around the corner is another conveyor belt, except this one's direction can be changed by shooting or hitting the round red switch along its right hand side. If its colored red, the conveyor belt will be moving down, if it's blue, the conveyor belt will be moving up. Shoot it with the Blaster to change its direction upward, then ride it to the top. Be ready with weapon in hand in case there are any Krimzon Guards up top **[5]**.

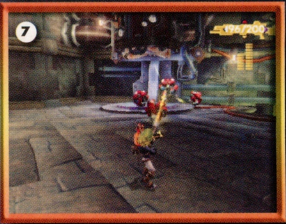


TIP

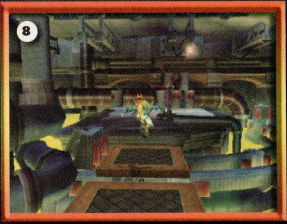
It's smarter to not take the Health Pack inside the Krimzon Guard Crate up here until after dealing with the round of UB86 Robots. When you do retrieve it, either make sure you switch the direction of the conveyor belt back to down, or you jump over the moving belt, as it will likely sweep Jak straight into the radioactive goop below if you're not careful.

Hop up to the higher ledge and target the two Krimzon Elite with the Vulcan Fury from across the room. This way, you won't have to worry about their fire or deal with them later **[6]**.





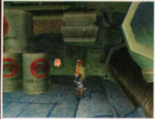
When Jak drops into the area below, a group of UB86 Robots will drop from the receptacle in the corner and roll around the floor, bouncing off the walls and each other in a random, haphazard fashion. If these indestructible balls manage to come into contact with Jak, he will take damage. Make sure the Blaster is equipped and stay in one place while continually shooting and executing Rapid Fire Combos, deflecting them and causing them to open up in the process where they will be susceptible to weapons fire **[7]**.

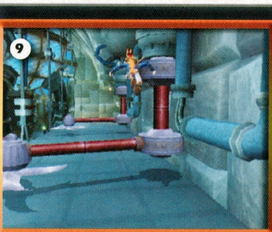


When they are all eliminated, a rotating walkway will swing across the radioactive goop and come to rest by the platform Jak is on. Hop across it, then jump and Spin Kick the valve to rotate the walkway to the other side. Cross the walkway to the next platform to keep on going **[8]**.

Precursor Orb

In addition to a Health Pack inside the Krimzon Guard Crate here, there is a hidden Precursor Orb tucked away behind the Barrels of Eco on this platform.





Equip the Blaster of Vulcan Fury and ride the elevator up to the next level — there are a few Krimzon Guards up top waiting for Jak & Daxter, so be prepared. At the end of the walkway, there is a long conveyor belt with a set of rotating blades sweeping across it. Since the belt is moving toward Jak, it will be slow going getting across it. The best way to avoid getting sliced and diced, is to stay close to the right wall and time your approach so that the blade is at the opposite end when Jak gets near it. As soon as it starts to sweep toward him, Double Jump over the arm, then repeat the process once more for the second blade. Make sure to execute a Rolling Turbo Long Jump or a Double Jump with a Spin Kick off the end of the belt and down to the next one **[9]**.

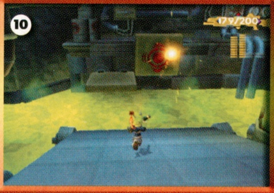
TIP

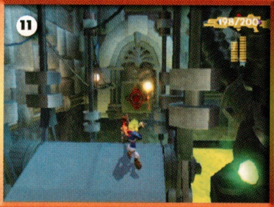
Double Jumping and Rolling Turbo Long Jumping will definitely get Jak across the moving conveyor belt quickly. Just be careful to aim and time your jumps as to not run or land smack dab into the oncoming blades.

Precursor Orb

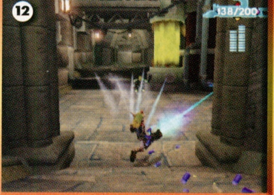
At the top of the second conveyor belt, there is a third Precursor Orb. Take a ride and grab it!

Head down this next conveyor belt, fighting its movement or Double Jumping until Jak nears its end. Pull out the Blaster when you get him far enough down, then shoot the metal blocks across the way. Doing so, will cause them to drop, making a platform for which Jak to jump on to. Make sure you make it a Double Jump with a Spin Kick to be on the safe side **[10]**.



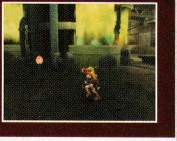


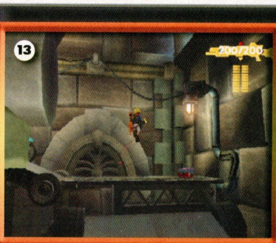
Follow the path around and then head over the next conveyor belt, shooting the metal block against the wall in front of the belt **[11]**. Double Jump and Spin Kick over to the platform, then pull out the Vulcan Fury and toast the Krimzon Guards in the room below. Keep shooting as you enter the room, as there are a few more guards unseen to Jak's right **[12]**.



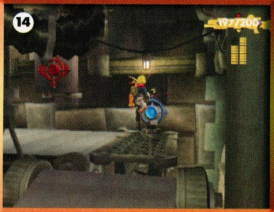
Precursor Orb

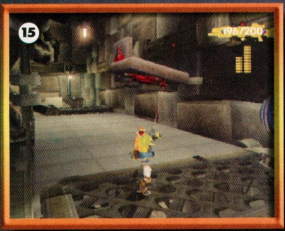
There is a fourth Precursor Orb in this room, on the opposite side of the large tank with the radioactive slime tubes. Just follow it around to find it hidden away behind the tank.



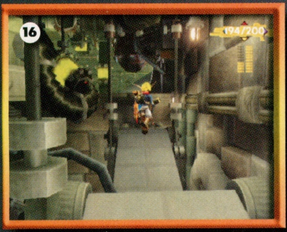


Shoot the conveyor switch at the base of the conveyor belt, then take the short ride up to its top. Make sure to jump off of it when you reach the end, so Jak will land on the platform beyond it **[13]**. Getting up this next one is a bit of a struggle, as the switch to change its direction is on the other side of it. When you do manage to shoot it, be prepared to quickly jump off of it, as it will rapidly usher Jak up and, if you're not careful, over the belt and back down to the floor **[14]**.

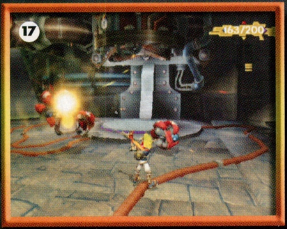




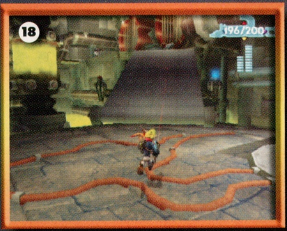
Navigating the next conveyor belt is a cinch, thanks to the metallic blocks on the wall, which can be shot at and dropped down, then used as platforms. Double Jump and grab the first, then jump from one to the next **[15]**.

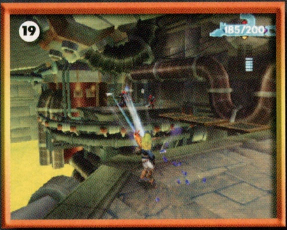


There is another switch on the other side of this next conveyor belt. Run and jump up to the top and shoot the switch, jumping across to the final belt when the one Jak's on quickly switches direction. Get up to its top, and then hop up on to the platform to be done with all that conveyor belt madness **[16]**.



Up here, a second receptacle will dispense a seemingly never-ending stream of UB86 Robots onto the platform. Jak & Daxter are going to have to deal with all of them before they can move on. Quickly Position Jak somewhere in the middle of the platform, so you have a good view all around him, then stay stationary and wait for the UB86 Robots to roll your way. Continually execute the Spin Kick while firing - pulling off Rapid Fire Combos left and right - until all of the Robots have been destroyed **[17]**. When the last one shatters to pieces, the electrical force field around a switch on the back wall deactivates. Grab the Health Pack inside the Krimzon Guard Crate here if you need it, hit the switch, then head up the conveyor belt on the other side of the room **[18]**.

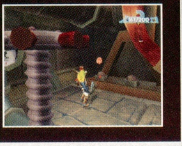


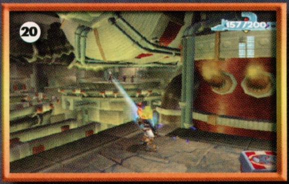


Up top, equip the Vulcan Fury and quickly deal with any Krimzon Guards you can target across the way. When the coast is clear, head across the bridge to the next platform **[19]**.

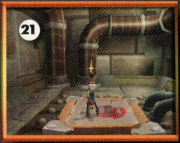
Precursor Orb

Before crossing the bridge to the other side, there is a Precursor Orb wedged in the corner between the pipe and the wall. You need that.



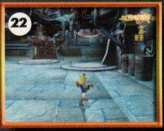


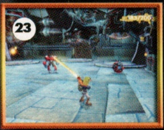
Head across the bridge and again take out any Krimzon Guards you can target with the Vulcan Fury from your vantage point. As soon as the firing stops, turn the valve to rotate the bridge so Jak can cross over to the next platform **[20]**.

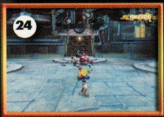


Repeat the process, shooting the Guards across the way, then rotating the bridge, until Jak gets to the corridor on the other side of the room. The Dive Attack will break the hatch in the floor, allowing Jak & Daxter access to the lower level **[21]**.

In this next room, Jak & Daxter are going to have to face multiple waves of UB86 Robots. There are three dispensers total, along the left, front and right walls. Instead of running into the middle of the room, activating all three of the dispensers, the best strategy for clearing the room is to inch forward toward the right one first, moving slowly until it opens and starts to dispense the Robots. This way, you will only have to deal with one dispenser at a time **[22]**. Just back up a bit, then stay in one place and let them come to you. Keep Spin Kicking, shooting and pulling off Rapid Fire Combos with the Blaster to take out the first wave **[23]**. Eventually, the first wave will be destroyed. Follow suit with the left one, then repeat once more with the final dispenser above the exit door. When they are all gone, the door will open, allowing Jak & Daxter through **[24]**.







MISSION: BEAT KREW IN WEAPONS LAB

MISSION DESCRIPTION: Up on the roof of the Weapons Lab, Jak finds Krew hovering about. The fat man starts to babble about his affinity for weapons — especially the one Mar built to blast open the Metal Head Nest. His new favorite is the Piercer Bomb he's just completed. This powerful Bomb has enough explosives to crack open the Precursor Stone, which, he hopes, will release its untold energy inside. As soon as the Baron shows up with the Stone, he and Krew plan to hide it in the last shipment of Eco and deliver it to the Metal Head Nest. Krew tosses Jak a Gun Upgrade — a bribe to forget what he's seen — but Jak tells him he's no longer his hired gun. This makes Krew very, very angry...

Boss Battle: KREW

KREW AND KREW CLONES

Having outlived his usefulness to Krew, Jak has become dead weight to the fat man (and, from the look of his wide girth and quadruple chins, he's already got more than he can handle). Krew needs him gone and gone quick, so he is taking matters into his own grubby, stubby hands. His Hoverchair is equipped with piercing machine guns, which allow him to target his enemies from far away. He also has a secret weapon he's been saving as a contingency plan – Krew Clones. These green, gelatinous, miniature replications are coursing with deadly energy that will shock anyone who gets close enough to be touched by one. Attacking in numbers, they only way they can be eliminated are with the Morph-Gun. The Scatter Gun is the best one for the job, as it can hit multiple Clones at once with its wide blast radius.

MORPH-GUN UPGRADE

Weapon Damage Increase: Krew's pay off will ultimately help Jak take him down, as it increases the damage capacity of the Morph-Gun by two. Thanks to this little upgrade, taking down nasty Metal Heads (as well as fat slobs) can be done quicker and cleaner.

100/100
Weapon Damage Increased

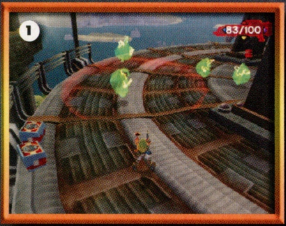
General Tips and Strategies:

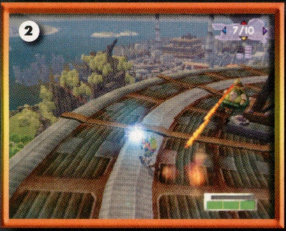
This battle takes place on top of the Weapons Lab tower. Be especially careful not to fall off its ledge, as accidentally dropping off will be instant death for Jak & Daxter.

The battle also requires a lot of ammo. Thankfully, it takes place at a Weapons Lab, and there are all sorts of regenerating Ammo-filled Krimzon Guard Crates around its perimeter. The Ammo inside is random – some times it will be Peace Maker and other times it will be one of the others. Continually bust them open to refill Jak's stores.

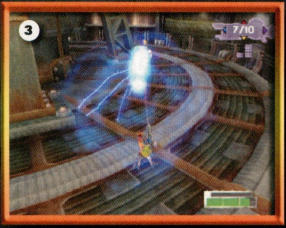
Do NOT try and attack the Krew Clones by hand, as they are electrically-charged and will shock Jak every time he comes in contact with them. The Scatter Gun is the best weapon to use against them.

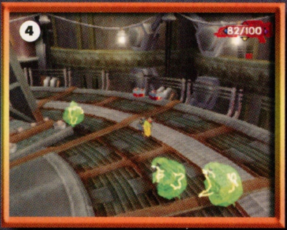
As soon as Krew flies off in the distance, a wave of his Krew Clones materializes. They attack from every direction, but are fairly slow, giving Jak plenty of time to shoot them with his Scatter Gun. Just try and keep them in view, so you won't be surprised by an attack from behind, and continually shoot them until they are all destroyed. Each Krew Clone takes two hits to kill **[1]**.



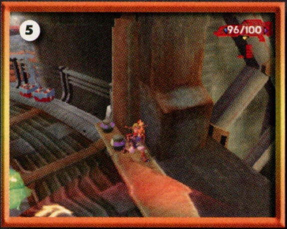


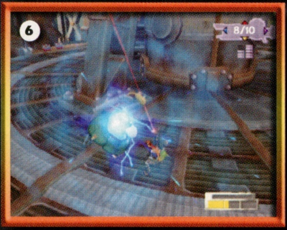
As soon as every last Krew Clone has been destroyed, Krew will swoop in and attack Jak with a barrage of machine gun fire. Dodge his blasts by continually moving, and then return his fire with a few well-placed shots of the Peace Maker **[2]**. You can keep a shot charged up while running (hold down the R1 button), then let it loose as soon as he lets up. Three shots of the Peace Maker will deplete one of his energy bars on his damage meter **[3]**.





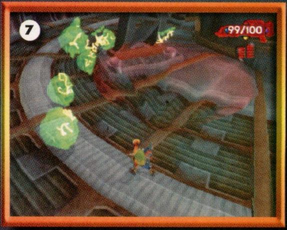
The next wave of Krew Clones materializes once Krew retreats. This time, they are a bit faster, and will constantly try to separate and attack from all sides. Use the Rolling Turbo Jump if you find Jak about to be surrounded, but be careful not to launch him off the ledge of the tower **[4]**. Also, make sure to replenish his Ammo from the multiple Krimzon Guard Crates lined around the tower's perimeter **[5]**.

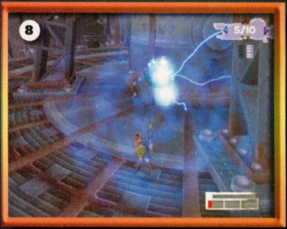




Repeat the process of shooting the Clones with the Scatter Gun, then switching to the Peace Maker and hitting Krew. Three more shots and another section of his energy bar is depleted **[6]**.

This last wave of Krew Clones is insanely fast, and will easily overtake and surround Jak if you're not careful. Continue to shoot them with the Scatter Gun, taking evasive action when they begin to surround him. If you're a good aim, you can also shoot them off the roof, taking them out with one shot instead of two **[7]**.





Three to four more shots of the Peace Maker while avoiding his machine gun fire and Krew is down for the count. Approach the ailing sack of blubber to hear his last words **[9]**.

Jak & Daxter officially give their notice, but Krew seems to feel he is going to have the last laugh. It seems he's sold everyone out, as the Piercer Bomb is about to blow. In the nick of time, Ashelin arrives inside a Krimzon Guard Cruiser and whisks the two away, leaving Krew to suffer a fate of his own doing. Back at the Port in South Town, Ashelin drops off Jak & Daxter, telling them to find her father while she takes the recovered Heart of Mar to Keira.

The Baron and the Metal Head leader still need to be dealt with. Grab a Zoomer and go to your next destination.

MISSION: BEAT THE METAL HEAD MASH GAME

MISSION DESCRIPTION: Returning to the now owner-less Hip Hog Saloon, Jak & Daxter meet up with Tess. She tells them she saw a nervous Krew stick something in the arcade game against the back wall. Daxter, the self-proclaimed game player, volunteers to do his stuff.

METAL HEAD MASH GAME

Metal Head Mash is a whacking game where Daxter must whack a series of Metal Head heads that pop out from eight different holes in the arcade unit. Each Metal Head that appears has a point value assigned to it, and the goal of the game is to achieve 1500 points. If you miss more than 20 Metal Heads, the game is over. There are three different kinds of Metal Head heads that appear. The slower, gray Metal Heads are worth 10 points each. The faster, gold Metal Heads are worth 50. The electrically charged red Metal Heads are worth zero points, and will temporarily stun Daxter when whacked, possibly making him miss others in the process. Each hole in the arcade unit has coincides with a button or direction on the Dual Shock controller. The four holes on the left are assigned to the directional button, with the top hole being up, the bottom down, and the left and right equaling left and right, consecutively. The four on the right are assigned to the buttons, with the top being Triangle, the bottom X, left Square, and right Circle. To whack each Metal Head popping out of the holes, you are going to have to quickly press the corresponding button or direction on the directional button before it disappears. The score indicator on the right hand side of the unit displays the current score tally and the miss indicator on the left hand side of the unit shows how many Metal Heads have been missed and how many misses you have left before the game is over.

GENERAL TIPS AND STRATEGIES:

Goal
1500
0000
Use
and

Goal
1500
0000

Goal
1500
0080

1: Daxter is extremely fast and responsive, so when multiple Metal Heads appear, press the buttons rapidly and he will keep up.

2: Do your best to avoid the red Metal Heads, as hitting one will cost Daxter a few precious seconds. Try and not to act too hastily. While lightning fast reflexes are required, quickly recognizing each target's location and whether or not it's a red, gray or gold, will get you to the 1500 point goal much faster.

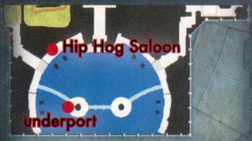
3: Don't stress on hitting every Metal Head that pops up. You are going miss some, as it's nearly impossible to get a perfect score. If you do miss a few, concentrate on getting back in the game and focus on the next one or set that appears. If multiple Metal Heads appear simultaneously, go for the gold ones first.

When Daxter beats the game, the Time Map Artifact Keira needs for the Rift Rider pops out of one of the holes. Daxter starts to tell Tess what he would do if there were real Metal Heads inside Haven City, but she stops listening because two have just entered into the Saloon, right behind him. Jak takes them out with the Morph-Gun, then they tell Tess them that Sig went on one last mission for Krew. Apparently, he sent him to use Mar's Ruby Key on a door somewhere in the Underport. Tess volunteers to take the Time Map to Keira while Jak & Daxter go off to find Krew.

FIND SIG IN UNDERPORT

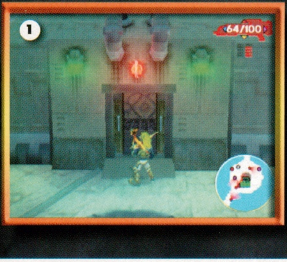
MISSION DESCRIPTION: As Jak & Daxter leave the Hip Hog to find Sig in the Underport, Vin communicates to them the Kor sabotaged them all, letting the Metal Heads into the City. Before he can tell them anything else, his communication is cut off. The two are going to need to get help in order to deal with this mess and, thanks to Krew, Sig is somewhere deep in the Underport.

CITY MAP

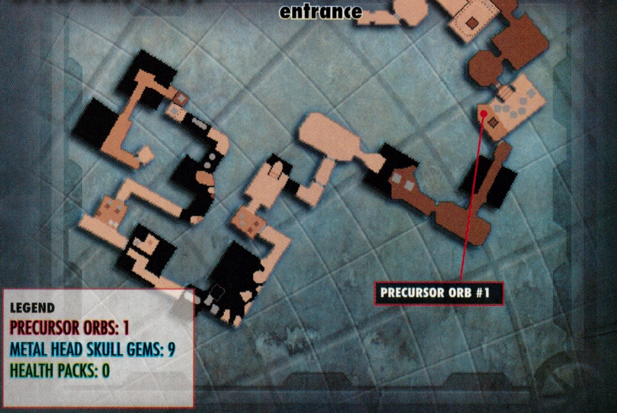


As soon as Jak & Daxter exit the Hip Hog, they enter into a City under siege. Metal Heads are everywhere! All varieties and all shapes and sizes are preying on the citizens of Haven City. The Krimzon Guard is doing their best to stem the attack, so much so that they won't even look Jak's way **[1]**.

Find a Zoomer and follow the Underport Icon on the City Map. Its location is very close to the Hip Hog, just out in the middle of the Port at the base of the Southwest tower. Find the doorway and head inside when you get there **[2]**.



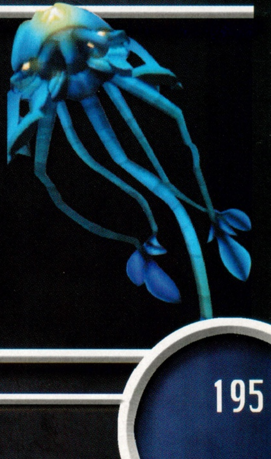
UNDERPORT



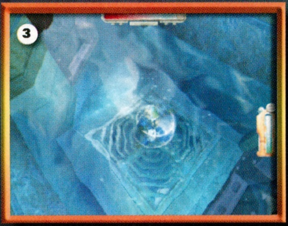
NEW ENEMY

Squid-Head

These underwater creatures have electrically charged jelly fish-like tentacles that will wrap around their prey, sending powerful jolts of electricity coursing through them if given the opportunity. Hovering frustratingly out of reach, they will swoop down and attach themselves to their victims, making it tough to stop them before they attack. Successfully felling one is all about timing, waiting patiently until they are about to pounce, then Punching them with the Titan Suit's powerful mechanical fists.



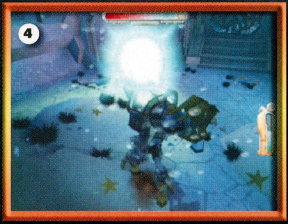
The elevator inside the tower will take Jak & Daxter down into the Underport pressure chamber. At the bottom, they will find a Titan Suit. Hopping into it will cause the water to fill and depressurize the chamber, allowing the two into the Underport. In addition to the Titan Suit's damage meter on the top of the screen, there is now an air meter along the right hand side. Unless the two can find an air source, when the air meter completely runs out, the two will suffocate inside. The Titan Suit holds approximately 18 seconds of air total **[3]**.

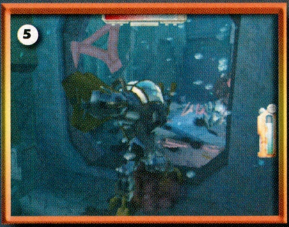


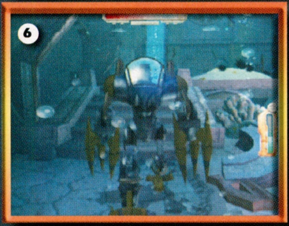
TIP

To replenish the Titan Suit's air supply, stand over the streams of air bubbles highlighted by beams of light.

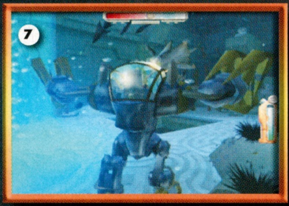
The first room inside the Underport has a floating Mine attached to a chain. If the two as much as brush up against it, the Mine will explode, damaging the Suit in the process. It is possible to Punch and detonate a Mine, which will not damage the Suit. As long as only the Titan Suit's fists make contact with the Mine, it won't take any damage **[4]**. Replenish the Suit's air supply, and then break through the doorway with its mechanical fists to continue into the next room **[5]**.

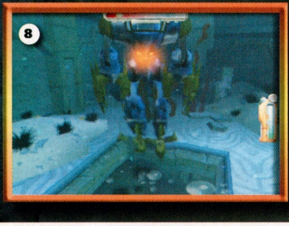






There are two more Mines inside the next room, as well as two Squid Heads near the next stream of air bubbles. From the doorway, head straight back, avoiding the Mines and following the wall to the left, then take a right and Boost Jump up the stairs to get to the air source **[6]**. Wait for each Squid-Head to descend toward the Titan Suit and, just as they are about to attack, quickly Punch them before they get the chance **[7]**. Fill up on air once more, then drop down into the next room through the hold in the floor up here **[8]**.

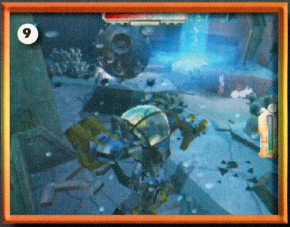




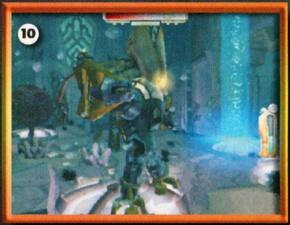
TIP

You can use the Mines to your advantage. Detonating one by Punching it when a Squid-Head is nearby will take out the creature in the process.

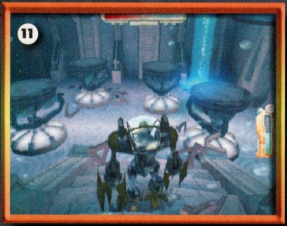
Quickly smash through the next doorway, then carefully Punch out the two Mines, which seem magnetically drawn to the Suit. Make sure to go straight to the next stream of air bubbles and replenish your supply before it's too late, then turn around and head through the next doorway **[9]**.

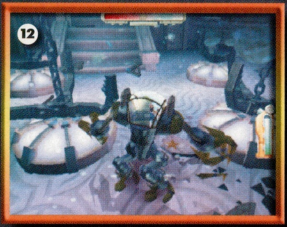


This room is chock full of Mines, as well as a few Squid-Heads. Find the air stream, and Punch and weave your way through the deadly obstacle field to replenish your stores, only then should you deal with the Squid-Heads. Try and clear out as many Mines as you can before taking on the Squid-Heads. Wait to Punch a Mine until one is nearby, just in case you can catch it in its blast **[10]**.

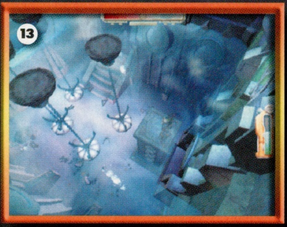


Replenish your air supply one more time before moving on, then go through the doorway and into the next room. One Mine and a blocked door bar Jak & Daxter's way, but you should be able to take care of them with ease. Once through the door, head down the stairs and into the large room beyond **[11]**.

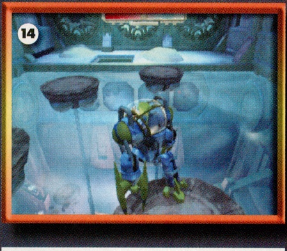




Grab some air from the stream in the corner, then proceed around the room, breaking the small chained platforms free on their shackles. Doing so will cause them to rise up to the water's surface **[12]**. Once all four platforms have been broken free, head for the small, raised floor platform toward the left side of the room. When Jak steps on it, the platform will raise him out of the water **[13]**.

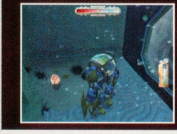


Jak can now use the Titan Suit to Boost Jump across the four platforms, although they are very unstable and will teeter and rock with the Suit's weight. Don't stay on them for more then a moment, just enough time to position the Suit for the next jump. Start with the closest platform on the right, then jump from one to another until Jak is on solid ground. If you fall, the raised platform will lower back down, giving you another opportunity to try again **[14]**.

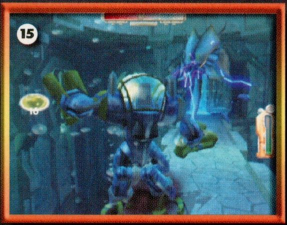


Precursor Orb

Drop down the small hole and into the passageway to the next room, then turn around to face the back wall. There is a Precursor Orb hovering just above the floor, yours for the taking .



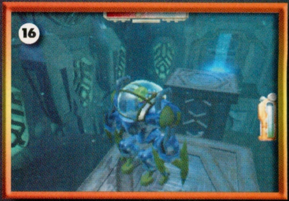
Quickly break through the next doorway and head straight for the air bubbles at the end of the narrow walkway. Get rid of any Squid-Heads that stand in your way, but don't waste precious seconds trying to get them all. You can turn your attention to them after you've replenished your air **[15]**.

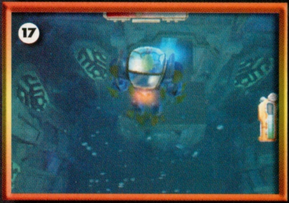


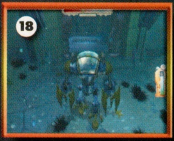
TIP

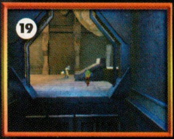
Don't be lured by the allure of a Metal Head Skull Gem from one of the Squid-Heads you down. If it happens to fall over the side of the walkway, let it go. There is a never-ending abyss below.

Continue through the next room, eliminating the Squid-Heads, and then into the next. Replenish the Suit's air here, then step on the floor platform to be raised up just enough to Boost Jump over to the second raised platform **[16]**. When the Titan Suit lands on it, the second platform will raise even higher, giving Jak enough height to Boost Jump from its edge and down onto the ledge below. Make sure you Jump from the very edge of the platform and hold down the X button until the Suit runs out of Boost. You should just make it **[17]**.









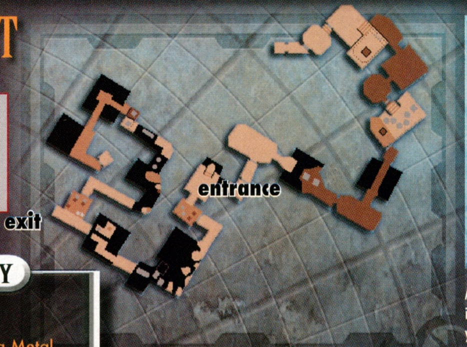
Grab some air, take out the Squid-Head, then go through the doorway to the left. This will bring the two to the second depressurize chamber, which drains the water when they enter **[18]**. Hop out of the Suit and into the corridor beyond, where Sig is busy battling a pack of Metal Heads in the room across the gap. Execute a Rolling Turbo Long Jump to get across and lend a hand **[19]**.

MISSION: ESCORT SIG IN UNDERPORT

MISSION DESCRIPTION: Sig is too angry at Krew to be happy to see Jak & Daxter. He was set up by the Obese One and has been fighting for his survival. Apparently, Krew sent him down to the Underport to open a few old doors with Mar's Ruby Key, and when he did, Metal Heads came streaming in from some passage outside the City walls. They all decide the best course of action is to get the hell out of there.

UNDERPORT

LEGEND
PRECURSOR ORBS: 0
METAL HEAD SKULL GEMS: 7
HEALTH PACKS: 0

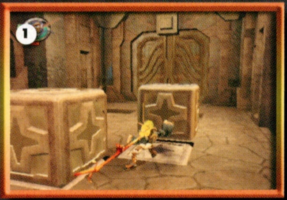


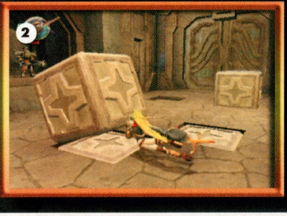
As the two turn the corner, Sig asks Jak if he heard anything. Just then, the wall behind explodes into rumble. From out of the dust comes the biggest and most grotesque Metal Head yet – a Metal-Pede. There is no way to combat this beast, so the only thing Jak & Daxter can do is take Sig's advice and run!

NEW ENEMY

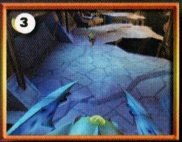
Metal-Pede
This large, disgusting Metal Head creature has huge pincher-like jaws and a long, armor-plated, insect-like body. Neither Sig nor Jak have the firepower to deal with such a beast, so the only other alternative is to flee!

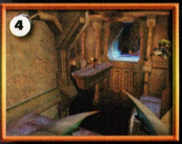
Jak, Daxter and Sig need to find a way out of the Underport, which, thanks to Krew, is now teeming with Metal Head creatures. Follow the big lug into the next room where Jak is going to need to use his brains to solve the block puzzle. Actually, the puzzle is a fairly simple one. The two blocks on the floor need to be Punched into the corresponding holes on the other side of the room. As soon as Jak Punches one, it will start to tick down and, eventually, explode. You will have nine seconds to get both blocks into the holes before one detonates and you will have to start over. Begin with the block on the right. Punch if forward three times and it will sink into the hole **[1]**. Next, quickly Punch the left block once to the left, then forward four times. If you can get them both into the holes before the first detonates, the door beyond will open. Follow Sig through and into the next passage **[2]**.

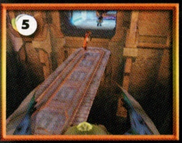




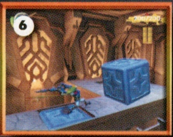
As soon control is returned to you, follow Sig and start running away from the Metal Pede. Jak is going to have to stay one step ahead of the beast in order to survive. To get a good head start, quickly execute a Rolling Turbo Long Jump, then follow up by Double Jumping from ledge to ledge **[3]**. When you get to the moving platforms, quickly Jump onto the first one against the left wall, then over to the right. Make sure you execute a Spin Kick at the top of your jump to land on it **[4]**. From here, quickly Double Jump onto the long platform as it moves toward Jak. Finally, execute another Rolling Turbo Long Jump off of the long platform and into the hallway beyond. Hop over the electric beam, which spans across the hall, and the two will continue into the next area **[5]**.

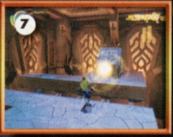




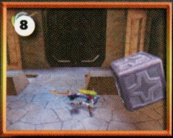


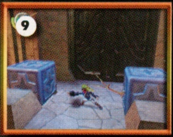
As Jak rounds the corner, the Metal-Pede's tremendous weight causes the walkway to buckle and collapse, sending Jak & Daxter down with it. Luckily, Sig is there to grab his hand and stop their fall.





Another block puzzle presents itself. This one is a bit more tricky, but still fairly easy to figure out. Start by equipping the Blaster, then jumping over to the platform the block is on, and getting behind it and Punching it to the right three times **[6]**. This block will only tick down for five seconds until it explodes, so don't dawdle. Next, quickly jump back over to the opposite platform and shooting the block forward toward the hole two times, As long as you get to it quick enough, it will fall into the hole and open the door to the left **[7]**.



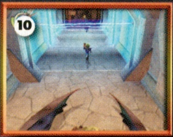


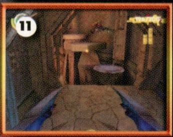
Another block puzzle is waiting for the two in the next room. This time, there is the added stress of solving it even quicker, as Sig will be doing his best to keep a never-ending series of attacking Metal Heads at bay. Drop down in the room and start with the block on the left. Quickly Punch it forward three times, then right once, then forward twice, then right once more and into the hole **[8]**. Next, quickly get to the right of the second block and punch it to the left three times, then forward five times, then left one and into the hole **[9]**.

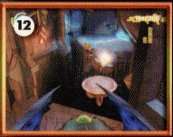
TIP

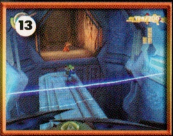
Before following Sig into the next room, jump up to the passageway and grab the leftover Metal Head Skull Gems left behind.

The Metal-Pede breaks through the wall in the next passageway, and begins barreling down on the trio once again.





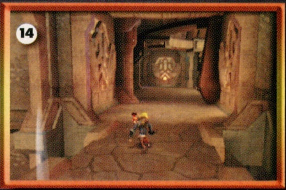


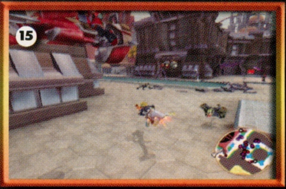


The set of electric beams in the passageway slowly move up and down. Quick run under the first, then Double Jump the next two **[10]**. Make sure to have the Morph-Gun equipped and shoot the upside down Precursor platform at the end of the passage, hopping onto it then to the ledge beyond **[11]**. From here, quickly hop across the moving platforms, then jump over and down to the next ledge. Shoot the next two Precursor platforms and use them to cross the next gap, then jump over the electric beam on the ground **[12]**. Finally, quickly jump onto the long, moving platform, hopping over the electric beam across it, then Double Jump back onto solid ground and follow Sig down the hole **[13]**. Use the Dive Attack to break through the next grate in the floor, then cross the walkway where Jak will turn and wait for Sig.

Jak urges Sig to hurry up, as they have almost reached the elevator. He catches up, glad that they finally lost the huge Metal-Pede. Rallying the two to join him in taking on the Metal Head Leader, he plans to find a way to get Mar's old weapon working and storm the Metal Head Nest, guns blazing. In the blink of an eye, as Sig is about to finish his pep talk, the Metal-Pede returns and breaks through the ceiling above him, crashing down on top of him, thrusting him and the walkway down into the abyss. Farewell, old friend.

Unfortunately, there's no time to mourn the loss, as there is an all-out Metal Head war going on up in the City, and now the Keira has the two Artifacts needed to finish the Rift Rider, Jak, Daxter, Samos and she can finally get back home to the past. Follow the passageway to the elevator and ride it back up to the City **[14]**.



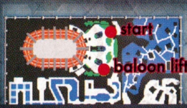


Back up top, Keira communicates with Jak & Daxter her thanks for retrieving the Artifacts. She finds it strange that the Tim Map had a bunch of old coordinates in it. She then tells them to come see her at the Stadium. Follow the Wrench Icon to your next destination. You'll find the City is still under siege by the Metal Heads. When Jak & Daxter arrive, they will find Keira waiting for them outside the Stadium, by the North wall **[15]**.

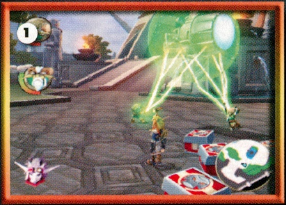
MISSION: DEFEND STADIUM

MISSION DESCRIPTION: Keira proclaims the Rift Rider finished, but she needs to find a way to get it to the Metal Head nest where the Portal Ring is in order for them to use it. Brutter saves the day, and delivers a few Lurker Balloon Lifts to help carry the Rift Rider to its final destination. Unfortunately, the Balloons are easy targets, and Jak & Daxter are going to have to defend them while the two Samos' use their sagely powers to prepare for lift off.

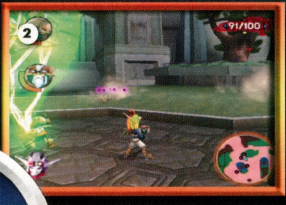
CITY MAP



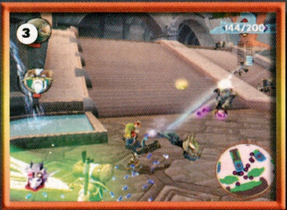
As soon as Samos and Samos start to move the heavy Rift Rider, Metal Heads attack from all sides. Stay near to the two Sages, following them closely while using all of the Morph-Gun's attachments to keep the Metal Heads at bay. Both Samos' will have health meters that will appear in the top left corner of the screen. If either of them becomes 100% depleted, the mission will have failed **[1]**.

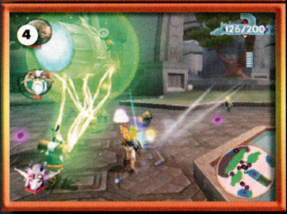


Basically, the Rift Rider needs to be carried a fairly short distance to the Lurker Balloon Lift, which is located at the other end of the Stadium entrance. Start with the Scatter Gun and take out the wave of attacking Stinger from the grassy area on the left first **[2]**.



When the Samos' get to the Stadium steps, Metal Head Grunts will join the fray. Switch to the Blaster or Vulcan Fury and try to quickly get rid of them **[3]**. Just ahead, more Stingers appear, as well as some Hoppers. This would be a good time to use the Peace Maker to clear the field. If you don't have Peace Maker Ammo, the Vulcan Fury can be just as effective. Just apply



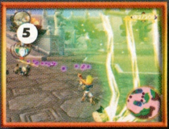


Dark Jak Opportunity

It would also be a great time to transform into Dark Jak. As the hordes of Metal Heads become almost overwhelming, a Dark Bomb or Dark Blast will level the playing field quickly.

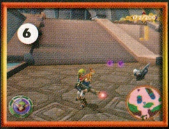
TIP Make sure to continuously sweep the camera around in all directions, as there will be many Metal Heads attacking from all sides.

When the two Samos' get to the Balloon Lift, turn around and keep the attacking wave of Metal Heads at bay. They will take the next few moments to position the Rift Rider on the Lift before successfully taking off for the Nest **[5]**.



The Lurker Balloon Lift takes off, leaving Jak & Daxter behind to fend for themselves. Keira tells them to meet them near the Nest and to be careful as the Balloon floats off into the distance.

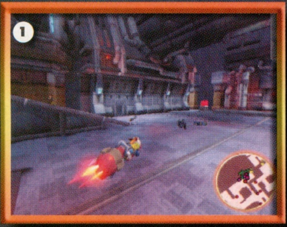
As the two are about to get on their way, a gasping Vin communicates to them a cryptic message to do something with Kor and the Construction Site. That can't be good. Hop on the Zoomer and follow the Construction Site Icon on the City Map to its location, which is all the back in South Town **[6]**.

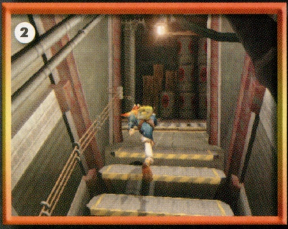


MISSION: CHECK THE CONSTRUCTION SITE

MISSION DESCRIPTION: Having contacted Jak & Daxter just as Keira, the two Samos' and Brutter were taking off with the Rift Rider for the Metal Head Nest, Vin sounded like he was in trouble, gasping the words "Kor" and "Construction Site." With no time to waste, the two are now on their way to the Site to see what the heck is going on.

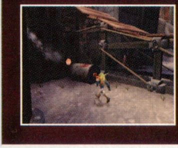
With the Metal Head attack in full assault, grab a Zoomer and blast your way through Haven City's battlefield that is Haven City to the Construction Site **[1]**. If you feel like shooting a few nasty Metal Heads on the way, then go for it. The Construction Site is located in South Town, close to the Port. Head inside the entrance to the Construction Site, then take the stairs to get up and outside **[2]**.





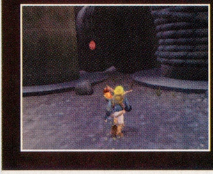
Precursor Orb

Before leaving the Construction Site and heading for the Metal Head Nest, there are a few more Precursor Orbs to be had. The first is along the back wall, to the left of the wood ramp leading out of the Site.

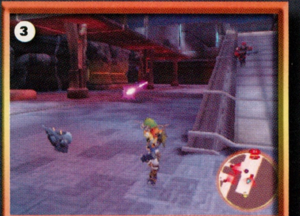


Precursor Orb

The second Precursor Stone inside the Construction Site can be found in between the large spools of cable at the opposite end of the Site.



With the Baron out of the picture and Haven City under siege, something must be done quickly before the Metal Head Leader destroys what is left of the metropolis. Upon leaving the Construction Site, Ashelin and Torn contact Jak and tell him to head to the Wasteland and take out the Metal Head Nest any way he can. Grab a Zoomer and follow the Air Train Icon on the City Map to head to your final destination **[3]**.



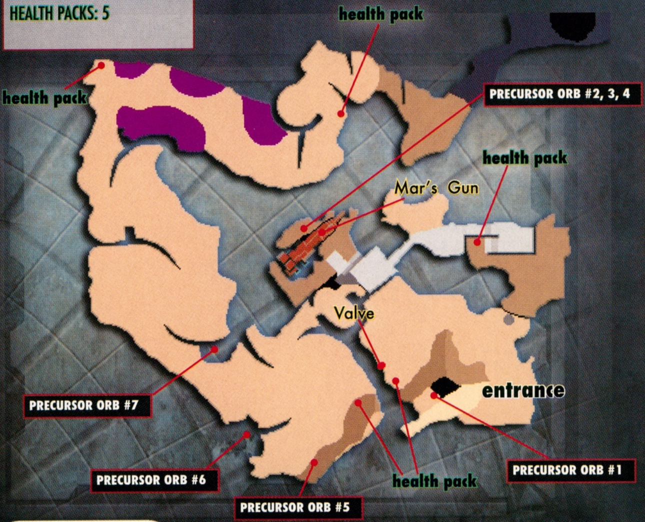
Outside at the Construction Site, Jak & Daxter find Kor surrounded by the Baron and his Krimzon Guards. Jak wants to know what's going on, and Kor, his face contorting into some kind of fiendish monster, growls at him that deep down in his darkest nightmares, he already knows. Kor tells him they've met before and that everything is going according to plan. He then transforms before their eyes into the Metal Head Leader and demands the Precursor Stone. The Baron charges, but the Leader shoots him aside like a rag doll, then flies off, swearing he will find the Stone if he has to crush the City one block at a time. Jak finds the Baron underneath a pile of rubble. With his last few breaths, he tells Jak that he made him into the supreme weapon. He also tells him any leader worth his salt has a backup plan, and reveals a second Piercer Bomb with the Precursor Stone attached. Because of his small stature, Daxter volunteers for the job of disarming the Bomb. A few tense seconds later, Daxter reappears, tossing the Precursor Stone down to Jak.

MISSION: BREAK BARRIER AT NEST / ATTACK THE METAL HEAD NEST

MISSION DESCRIPTION: Jak knows what must be done. He has to somehow breach the Metal Head Nest and take out the Leader at any cost. Hopping on the Air Train, he is transported to the Wasteland, a terrible place that is home to the Metal Head Nest. The first order of business is to find a way to break the Barrier to the Nest so he and Daxter can get inside.

LEGEND
PRECURSOR ORBS: 7
METAL HEAD SKULL GEMS: 69
HEALTH PACKS: 5

NEST


health pack
health pack
PRECURSOR ORB #2, 3, 4
health pack
Mar's Gun
Valve
entrance
PRECURSOR ORB #7
PRECURSOR ORB #6
health pack
PRECURSOR ORB #1
PRECURSOR ORB #5

NEW ENEMY

Arach-Head

Arach-Heads are large, spider-like beasts that have the ability to spray a wave of laser beams from their beaks. Not particularly fast on their feet, the best strategies for surviving an attack is to retreat a bit, then break out a long-range weapon, such as the Blaster or Vulcan Fury, and target them from far away.

NEW ENEMY

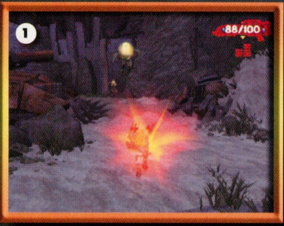
Metal Mantis

These Metal Head creatures have the ability to leap great distances, catching up with their prey in a single bound. Natural hunters, the will attempt to divide and conquer, surrounding their victims and then using their sharp claws to slice them to pieces. They are also very agile and adept, having the ability to quickly dodge and evade counter attacks. The Scatter Gun works well against them, as it can easily catch a few within its wide blast radius.

NEW ENEMY

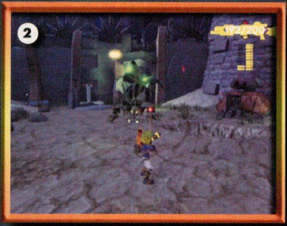
Ele-Beast

These HUGE, lumbering Metal Head beasts are too strong to be destroyed. Nothing can hurt them, from the Peace Maker to even Dark Jak's awesome powers; so don't waste your time, powers, Ammo and energy trying. While they won't out and out attack Jak, they will shoot deadly arcs of electricity from their sides, electrifying anyone within range. Stay away... far away.



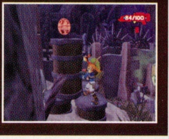
The site of a great battle, the surrounding Wasteland is littered with decay and debris. As Jak gets closer to the Nest, he is going to have to deal with even more heinous Metal Head creatures. Equip the Scatter Gun, stock up on Ammo from the Krimzon Guard Crates, then move out. The first enemy Jak & Daxter encounter is a group of Metal Mantis. Make liberal use of the Scatter Gun and shoot them all dead **[1]**.

Follow the path around to the left and into this open area. Here, Jak & Daxter will encounter another new species of Metal Head – an Arach-Head. These lumbering, spider-like creatures will shoot a spread of lasers from their beaks if they get within in range. Luckily, the Blaster and Vulcan Fury have an even farther range, making it possible to take them out from a safe distance **[2]**.

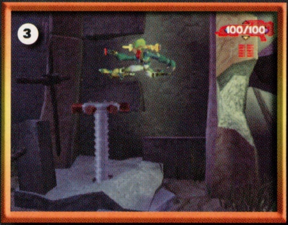


Precursor Orb

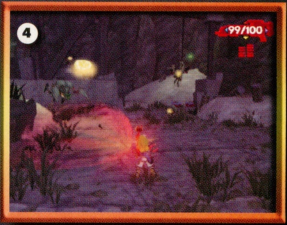
Before continuing on, there is a Precursor Orb up at the top of the huge sand mound in this area. Climb up to the top and you will find it hovering over a barrel.

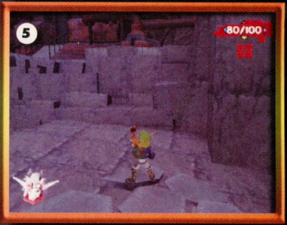


There is a valve along the left hand wall (near the Health and Ammo) that Jak must Spin Kick to raise a platform back in the first area. Do it, then use the platform to get over the wall and into the next section of the Wasteland **[3]**.



As soon as the two get up over the wall, they will be accosted by another pack of Metal Mantis. Have the Scatter Gun equipped and ready and take them out **[4]**. At the top of the steps here they will also be attacked by a second Arach-Head – be prepared. Climb through the ruins and up the steps to get up and over the next wall. The path, filled with Metal Mantis creatures, leads down to Mar's Gun **[5]**.

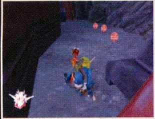




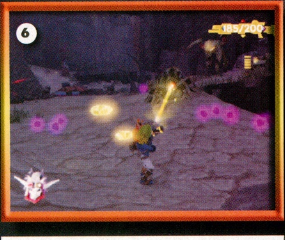
Jak & Daxter find Mar's Gun, then check in with Ashelin. She tells them that there is not much hope, as the shield walls are completely destroyed and it's only a matter of time before the onslaught of Metal Heads overwhelm them. Daxter wants to take Ashelin's advice and leave, abandoning Haven City and its inhabitants, but Jak wants to stay and fight. Placing the Precursor Stone into the Gun, which is aimed directly at the Metal Head Nest, he lets it rip, sending a powerful and destructive beam straight through the barrier blocking their access.

Precursor Orb

Before moving on, there are three more Precursor Orbs hidden away in this area. They can be found behind Mar's Gun. Climb up to it, then maneuver around to its backside where they are waiting.

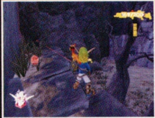


Head down the path and into the next open area and be prepared for a full out Metal Head assault. Instead of running head first straight into it, keep a long-range weapon equipped, such as the Blaster or Vulcan Fury, and slowly enter the area and methodically take out the enemies as they appear [6].



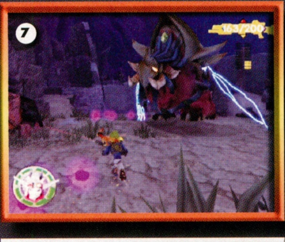
Precursor Orb

When the coast is clear, find the three dead trees near the left ridge in this open area, then Double Jump up to the small directly behind them to find another Precursor Orb.



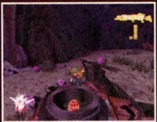
As long as you are hunting for Precursor Orbs, there is a sixth one nearby, at the top of the stone steps directly in front of the three dead trees. Hop up to the top to grab it.

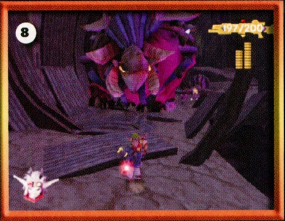
Continue up the path, taking out any Metal Heads that come Jak's way and staying out of the way of the hulking Ele-Beasts – there is no way to bring these suckers down. Take the ascent slowly, eliminating the hordes of Arach-Heads and Mental Mantis that block the path [7].

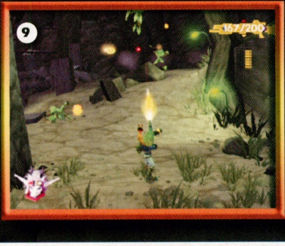


Precursor Orb

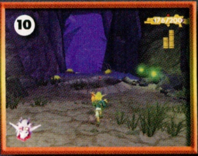
The hardest to find Precursor Orb is sitting inside the turret of this wrecked tank. It is the first tank you will find as the path ramps upwards.

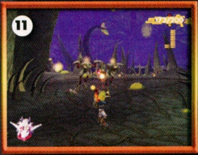






At the top, the path will begin to descend. Continue to follow it down, being careful not to fall into the Dark Eco lakes while avoiding the Ele-Beast [8]. Along the way, there will be a continual onslaught of Metal Heads you will have to fight through. The intense Metal Head battle will continue all the way down and then around to the next area [9]. Eventually, Jak & Daxter will reach the entrance to the Nest [10].





Inside the huge, organic chamber, another pack of Metal Mantis attack. Keep calm and concentrate on taking them out with the Scatter Gun [11]. When the dust has settled and the Metal Head Skull Gems have been collected, head into the opening at the opposite end where the Metal Head Leader awaits.

Dark Jak Opportunity

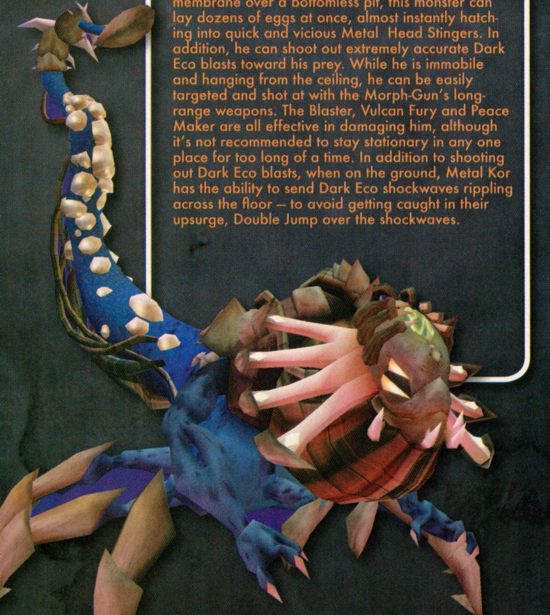
Dark Giant: If you happened to have checked the Missions Screen, you might have noticed that the Oracle is summoning Jak once again. Now that Jak has collected another 100 Precursor Orbs, it's possible to return to the the Oracle's Hut and gain the last Dark Power – Dark Giant. If you choose to do so before entering the Metal Head Leader's lair, retrace your steps back to the Air Train and make the trek. This last Dark Power is not necessary for beating Kor and you can get it once you've taken him down. To transform into Dark Giant, press the L2 button while in Dark Jak mode.

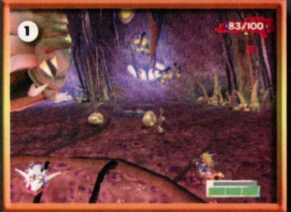
MISSION: DESTROY METAL KOR AT NEST

MISSION DESCRIPTION: This is it! Jak & Daxter have come so far and have changed so much since they arrived. Once hell bent on revenge, now the only thing Jak wants to achieve is to save Haven City from the clutches of the Leader and, ultimately, fulfill an unknown destiny. Jak approaches the grotesque beast inside his lair, and discovers that he has the Kid. The Leader reveals to Jak that this child is more important to him than he realizes – it's Jak, the boy is Jak! As a child, Jak was hidden in the past in the hopes that he would gain the skill to face the Leader in the future. But, according to the Leader, Onin was wrong. Now that Dark Eco has altered him, the Precursor Stone won't open for Jak. However, Jak's younger self still has the pure gift, and he alone can awaken the Stone and the Precursor Entity, which sleeps inside. Another revelation – the Stone is actually the last Precursor Egg. Mar had cleverly hid the Egg from the Leader, building the City and the shield to defend it. The Metal Head wants to feed on the Stone and, tiring of banter, sends a lethal Dark Eco blast into the ledge where Jak & Daxter are standing. When the dust settles, Dark Jak appears from underneath the rubble, ready to take on the Leader in an all out battle to the death.

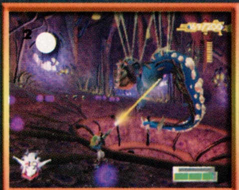
Boss Battle: METAL KOR

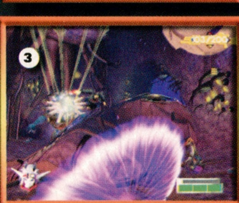
METAL KOR:
Metal Kor, the Metal Head Leader, is an extremely powerful and evil creature. Hanging from sinewy membrane over a bottomless pit, this monster can lay dozens of eggs at once, almost instantly hatching into quick and vicious Metal Head Stingers. In addition, he can shoot out extremely accurate Dark Eco blasts toward his prey. While he is immobile and hanging from the ceiling, he can be easily targeted and shot at with the Morph-Gun's long-range weapons. The Blaster, Vulcan Fury and Peace Maker are all effective in damaging him, although it's not recommended to stay stationary in any one place for too long of a time. In addition to shooting out Dark Eco blasts, when on the ground, Metal Kor has the ability to send Dark Eco shockwaves rippling across the floor – to avoid getting caught in their upsurge, Double Jump over the shockwaves.



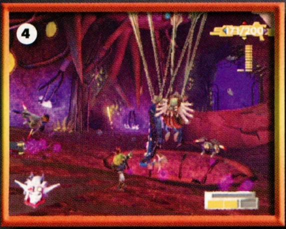


The battle begins! The first obstacle to deal with is clearing away some of the Metal Head eggs and hatching Stingers in order to get a second or two to shoot at Metal Kor hanging in the middle of the Nest. Use the Blaster first, saving your long-range weapons for shooting at Kor. If you're fast enough, you can shoot most of the eggs before they hatch. Execute a few Rolling Turbo Long Jumps to get to the area they occupy quickly **[1]**.

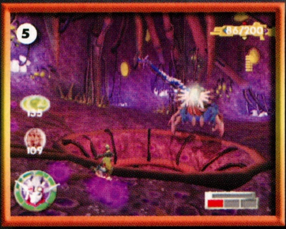




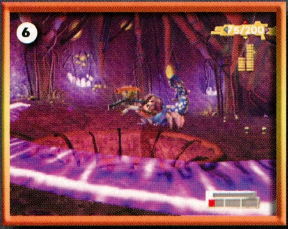
As soon as the coast is relatively clear, switch to the Vulcan Fury or Blaster and turn your attention to Metal Kor. Try your best to get behind him, so he can't target Jak with his Dark Eco blasts, and continuously shoot him for as long as you can **[2]**. If need be, you can turn the Vulcan Fury or Blaster on newly-hatched Stingers, or you can switch back to the Scatter Gun to clear them out. Whatever you do, make sure you are continually in motion while you do so, as Metal Kor will try and shoot Jak with his beam. You will know when he is about to shoot by the glow of energy forming around his head **[3]**.



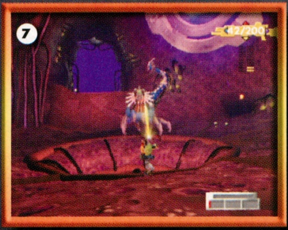
When one bar of Metal Kor's damage meter has been depleted, he will send out a wave of Straffers, which fly out of the pit. Switch to the Blaster if you are out of Vulcan Fury ammo, and turn your attention to them. Whenever you can, return aim back at Metal Kor and continue to whittle down his health **[4]**.



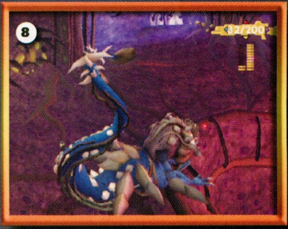
Eventually, two bars of Metal Kor's damage meter will be depleted. When this happens, the beast will detach himself from the ceiling and attempt to pelt Jak with Eco beams. Continually use the Rolling Turbo Long Jump to stay ahead of his blasts, and wait for a break in the action to return fire. He typically shoots them in sets of three **[5]**.



Metal Kor will also send out a rippling shockwave of Dark Eco across the floor. When this happens, make sure to Double Jump over it **[6]**.



At this point, it's a game of cat and mouse. Metal Kor will continue to chase Jak, trying to get close enough to swipe him with his claws or tail, try to shoot him with his Dark Eco blasts, and try to catch him with a shockwave. Keep using the Rolling Turbo Long Jump to stay away from him and on the opposite side of the Nest and, whenever you can, quickly turn around and hit him with a few shots from the Blaster **[7]**. It takes a while, but eventually his final bar will be depleted and the beast will fall **[8]**.



In a desperate attempt to flee, Metal Kor tries to fly into the Precursor Ring, but its Precursor powers cause him to explode on impact, severing his huge head, sending it crashing down to the Nest floor. Jak, the boy, walks over to the Precursor Egg and touches it, releasing the Precursor Entity inside. The Precursor's voice fills the chamber, telling Jak that the war is over and the terrible darkness inside Jak is now balanced by a glorious light. The Precursor disappears into the Ring, and the rest of Jak's friends appear with the Rift Rider. The circle complete and beginning anew, Samos the Sage sends young Jak, along with the young Samos back to the past so he will become old enough to fulfill the destiny that has begun today. The future awaits!

Dark Jak Opportunity

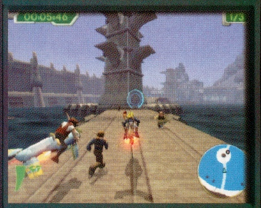
This would be a perfect time to transform into Dark Jak and unleash a Dark Bomb at Metal Kor. While it won't completely kill him, it will take off half of his last damage bar.

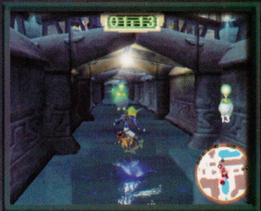
EXTRAS

Now that you've finished the game, there are still many things to do within Haven City's walls and outlying areas. These include several Side Missions, which can be found all throughout Haven City, and Mini-Games, which can be unlocked after completing certain missions, as well as after unlocking many of the game's Secrets. In total, in addition to the 94 Precursor Orbs found during the course of the adventure, there are an extra 192 Precursor Orbs that can be still be gotten by continuing on.

SIDE MISSIONS:

You might have noticed blue energy boards containing a question mark symbol throughout the City. These are Mission Boards where Jak & Daxter can go to tackle the game's numerous Side Missions, which include: Ring Races, Precursor Orb Searches, Collection and Specials. These Mission Boards will be highlighted on the City Map as green arrows once they become active. Every time a Side Mission is completed, Precursor Orbs will be awarded. There are a total of 72 Precursor Orbs that can be gained through completing these missions.





RING RACE: Ring Race Side Missions will require you to fly through a series of Rings while also racing against the clock. For each Ring Race, you will start out with only 14 seconds to pass through the first Ring, followed by a scant seven seconds for each thereafter. Rings will show up consecutively on the City Map as flashing green dots. There are a total of three Ring Race Side Missions, with a possible total of nine Precursor Orbs awarded.

Precursor Orb Search: Precursor Orb Search Side Missions will require you to find hidden Precursor Orbs that will only appear for a brief amount of time. You will be shown its location for a split second before the Mission starts, then you will have to find it before it disappears. Commandeering Zoomers and using the JET-Board are generally the only way to get to them fast enough. There are a total of 15 Precursor Orb Search Side Missions, with a possible total of 45 Precursor Orbs awarded.

Collection: Similar to the Ring Races, Collection Side Missions require you to touch or pass through a string of objects within a limited amount of time. Zoomers and the JET-Board are the only way to go. There are a total of three Collection Side Missions, with a possible total of nine Precursor Orbs awarded.

Special: Special Side Missions are similar to some of the game's regular missions, which have Jak taking on Bomb Bots, shuttling Underground Fighters, and delivering packages. There are a total of three Special Side Missions with a possible total of nine Precursor Orbs awarded.

MINI-GAMES:

GUN COURSE: You already know that you can continually return to the Gun Course located at the Port to hone your shooting skills. But, you can also unlock extra Gun Courses for the Vulcan Fury and Peace Maker once you have enough Precursor Orbs. Precursor Orbs are awarded for achieving high scores, with a possible total of nine for each Gold score achieved (three for Bronze, three for Silver and three for Gold). There are a total of four different Gun Courses, with a possible total of 36 Precursor Orbs Awarded.

JET BOARD: Once you've completed the JET-Board Challenge during the course of the game, you will be able to continue to compete for a better score and more Precursor Orbs by using the Mission Board in front of the Stadium. There are a total of nine possible Precursor Orbs that can be awarded.

NYFE-RACER: Once Jak has won all of the Class Races, they will then open up as Mini-Games. The NYFE-Races can be activated by using the Mission Board in front of the Stadium. Three are a total of six different Races, which include three reverse Races that have to be unlocked in the Secrets menu, with a possible total of 72 Precursor Orbs awarded.

ONIN GAME: After the game is completed, Jak can return to Onin's Hut to compete in her challenging Mini-Game. If you can manage to get 1,000 points or more, you will be awarded three Precursor Orbs.

METAL MASH: After completing the game, Jak can return to the Hip Hog (recently renamed the Naughty Ottsel) and continue to play the Metal Mash game against the back wall. While there is no Precursor award for this game, it's a lot of fun to play, and your high scores will be stored in the High Scores option on the Options Ring.

SECRETS

In order to unlock all of Jak II's Secrets, you will need to find a total of 200 Precursor Orbs. There are a possible total of 286 Orbs in the game. The list of Secrets can be found in the Secrets Menu on the Options Ring, as well as at the Main Menu that will appear after you have collected 55 Precursor Orbs. Some Secrets need to be toggled on and off, such as Big Head Mode, or Jak's Beard, while others will automatically unlock when you've found the predetermined amount of Precursor Orbs.

Secrets List Normal Mode

SECRET NAME	ORBS NEEDED
Toggle Jak's Goatee	5
Mirror World	15
Big Head Mode	30
Small Head Mode	45
Scrap Book	55
Scene Player Act 1	65
Vulcan Fury Course	75
Scene Player Act 2	95
Peace Maker Gun Course	105
Scene Player Act 3	125
Reverse Races	135
Level Select	145
Unlimited Ammo	155
Unlimited Dark Jak	165
Invulnerability	175
Hero Mode	200

HERO MODE: The last Secret that can be unlocked in the game is Hero Mode. Once you've obtained the 200 Precursor Orbs to do so, the Hero Mode will be available from the Main Menu of the game. In Hero Mode, Jak's opponents will be much tougher to destroy and cause more damage. You will also begin the game with all four Morph-Gun attachments. In addition, the Secrets list will be different, with a new option for the Mega Scrap Book, which requires an additional 200 Precursor Orbs to unlock.

JAK II™

OFFICIAL STRATEGY GUIDE

FREE POSTER INSIDE

PROLOGUE: THE ESCAPE

MISSION: ESCAPE FROM FORTRESS

MISSION DESCRIPTION:

BARON PRAXIS' FORTRESS

LEGEND
PRECURSOR ORBS: 8
HEALTH PACKS: 4

NEW ENEMY

Krimzon Guards

Precursor Orb

Precursor Orb

TIP

PRECURSOR ORBS:

20

21

- DETAILED MAPS, WITH CALL-OUTS FOR ITEMS
- STRATEGIES FOR COMPLETING EVERY MISSION
- EVERY PRECURSOR ORB UNEARTHED
- LEARN TO MASTER EVERY ONE OF JAK'S MANY MOVES AND ATTACKS
- HAVEN CITY AND ITS SURROUNDINGS EXPLORED COMPLETELY
- ALL SECRETS REVEALED

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